

**PRIMA® OFFICIAL  
GAME GUIDE**

**GIANT  
POSTER MAP**



# SCARFACE™

THE WORLD IS YOURS

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# SCARFACE™

## THE WORLD IS YOURS

### PRIMA OFFICIAL GAME GUIDE

Written by

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### Prima Games

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## PROLOGUE

**SCARFACE: LIVING THE LEGEND** More than 20 years after its original release in movie theaters, *Scarface* is still the king of gangster films, with every genre film since aspiring to the lofty heights of this Hollywood masterpiece.

Released to American audiences in 1983, this Brian DePalma-directed, Oliver Stone-penned, and Al Pacino-starring motion picture has proven so enduring that the film has been the subject of a near-cessless stream of homages, parodies, and rip-offs since its debut. Not surprisingly, it is also hugely popular on the hip-hop scene with many artists in the genre professing great love for this celluloid masterwork.

### *Scarface*: Significant Players

In addition to director Brian DePalma, Hollywood superstar Al Pacino, and screenwriter Oliver Stone, *Scarface* also featured some fairly big-time acting talent:

Name	Role
Al Pacino	Tony Montana
Michelle Pfeiffer	Elvira Hancock
Mary Elizabeth Mastrantonio*	Gina Montana
Robert Loggia	Frank Lopez
F. Murray Abraham**	Omar Suarez

\* This was her first major role.

\*\* He starred in *Scarface* just one year before winning the Best Supporting Actor Academy Award for his role in *Amadeus*.

### *Scarface*: The Man Behind the Myth

As it turns out, DePalma's 1983 version is actually based on a film produced in early 1930's that was also entitled *Scarface* and, in a way, is a remake, albeit set against the then-modern backdrop of the early '80s drug trade (as opposed to the Depression and Prohibition-era backdrop of the original).

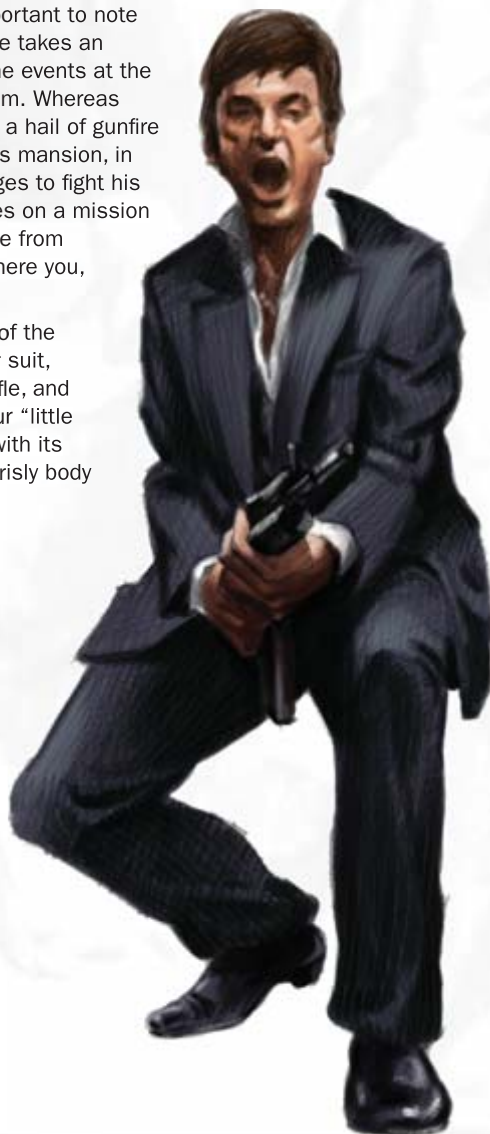
The original film was based on the life of the world's most famous gangster: Al "Scarface" Capone, before his eventual downfall for tax evasion and subsequent incarceration and demise in prison (chronicled in another DePalma film, *The Untouchables*, a few years later).

Not only was DePalma's take on the story a fairly solid modern update, but both films also suffered from problems in getting the films approved for audiences. The original was delayed for two years after its completion due to worries that it glorified the gangster lifestyle and featured far too much graphic violence. The later film was initially rated X for its violence levels, and only the intervention of law enforcement (to testify as to the veracity of the film's contents) at the appeals board eventually secured it an R rating after several edits (though, somehow, DePalma apparently managed to get his original, X-rated cut shown under the R rating). The fears of the former group of critics were actually somewhat grounded in that Al Capone was rumored to have actually quite enjoyed the film himself.

### EMPIRE (RE)BUILDING

Before delving further into Tony's adventures, it's important to note one thing: this game takes an alternate tack on the events at the conclusion of the film. Whereas Tony met his end in a hail of gunfire while holed up in his mansion, in the game he manages to fight his way out and engages on a mission to rebuild his empire from scratch, which is where you, the player, come in.

With that bit out of the way, straighten your suit, load your assault rifle, and prepare to send your "little friend" out to play with its new friends—one grisly body part at a time.



# USING THE GUIDE

## SAY HELLO TO MY (NOT-SO-LITTLE) GUIDE

Welcome to Prima's Official Game Guide for Sierra's *Scarface™: The World Is Yours* for Microsoft's Xbox, Sony's PlayStation 2, and Windows PC platforms. Herein you'll find all the information, tips, tricks, and strategies necessary to return Tony Montana to the role of top drug kingpin in the sweltering Miami setting in the 1980s. Every page is packed with information on how best to regain Tony's iron grip on the town that he once called his own...until his untimely demise at the conclusion of the film—a demise that he has managed to avoid. For now, anyway...

## Default Controls

Action: On Foot	Action: Vehicle	Action: Menus	Xbox	PS2	PC
Character Movement	Steer	Navigate Menu Options	Left Stick	Left Stick	[W], [A], [S], [D]
Look/Move Camera	Camera	—	Right Stick	Right Stick	[ ]
Cycle Weapons	Weapon Select	Navigate Menu Options	↶ or ↷	↶ or ↷	Mouse Wheel
—	—	Navigate Menu Options	⬆	⬆	Arrow Keys
Conceal Weapon	Conceal Weapon	Navigate Menu Options	⬇	⬇	[3]
Run/Wall Cover	Accelerate	Select Menu Option	[A]	[X]	[Enter]
Reload/Melee-Counter	Brake/Reverse	—	[X]	[ ]	[R]
Taunt, Talk; Hold for Blind Rage	Hand Brake	—	[B]	[ ]	[T]
Action/Engage	Enter/Exit Vehicle	Go Back a Screen	[Y]	[▲]	[E]
Fire/Punch	Fire	—	[RT]	[R1]	[ ]
Secondary Fire	Look Behind	—	[LB]	[R2]	[ ]
Lock-On, Strafe	Lock-On	—	[LT]	[L1]	[ ]
SAT Phone Menu	SAT Phone Menu	—	[VGR]	[L2]	[Tab]
Center Camera	Cycle Camera Angles	—	[LB]	[R3]	[Home]
Toggle Crouch	Horn/Taunt	—	[L]	[L3]	LEFT CTRL
Pause	Pause	—	[START]	[START]	[Esc]
Turn Tape Player On/Off	Turn Tape Player On/Off	—	[XBOX]	[SELECT]	[T]

## Guide Contents

### Gameplay Primer

Here you'll find everything you need to know to achieve complete and utter victory over the myriad forces arrayed against Tony. This includes (but is not limited to):

- **Combat:** Featured here are both hand-to-hand and more lethal options, with tips on how to make the most of your available tools.
- **Empire Building:** This is the pulsing heart of the meta-game—the game within the game. While there is a straightforward mission mode (covered in the Walkthrough section), there is much, much more to the game than simply going from point A to point B. In here we cover everything from working with Dealers (or, perhaps, working them) to conquering territory that your rivals would like to keep as their own.



**NOTE:** This section goes into general strategies applicable to the game at large. The Walkthrough section also details the meta-game as it pertains to what point you are at in the main game.



- **Balls:** This section details how to build up and maximize your ability to earn Balls. Balls are the basic unit of currency in the game when it comes to dealing with the various ladies. You also use Balls to charge your Rage meter.

### Walkthrough

The Walkthrough section takes you step-by-step through how to beat the game inside and out. If you want to fill Tony's shoes, heed the words written here.



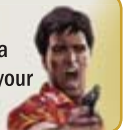
## Appendices

Cars, people, cheats and more! This large section is laden down with all manner of in-depth info on all the things we couldn't put elsewhere in the guide. Oh, and did we mention a complete section of Cheats?



## Tips, Notes, and Cautions

**TIP:** These include all sorts of helpful hints to aid you in getting the most out of the game. They could contain some extra information for defeating a boss, or a shortcut that gets you to your goal quicker.



**NOTE:** These include various bits of info that don't generally have a direct bearing on the gameplay at hand. They could act as a reminder or point out a landmark that may become important later in the game.



**CAUTION:** Paying close attention to these could mean the difference between life and death for Tony. Generally, these refer to situations where life, limb, or both are in peril. Ignore these at your own risk!



## ARE CHU READY, MENG?

With that all behind us, it's time to turn the page and begin learning what it takes to be Tony Montana. You don't want to let Tony down, do you?



# DIS IS HOW DE GAME IS PLAYED, MENG

This voluminous chapter offers a huge array of information covering the bare basics of the game as well as in-depth information covering the meta-game aspects of *Scarface: The World Is Yours*.



*One angry hombre*

## Mission-Based Mayhem: The Walkthrough

The Walkthrough chapter, naturally, covers the ins and outs of the more straightforward Mission-based aspects of the game. Within you'll find a wealth of info, tips, tactics and exactly how it is you need to go from point a to point b (and beyond) to actually reach the end of the game.



While the Walkthrough does touch on the meta-game in a cursory manner, it is mainly designed to complement it so be sure to read both if you really want to see everything the game has to offer.

### Some key points:

- Step by step, screenshot-laden sequences with expert advice to get through the hairiest encounters in some semblance of one piece.
- Each Walkthrough chapter is riddled with in-close maps to give you a detailed overview of where you need to go very step of the way.
- When the time comes to engage in the meta-game aspect, you'll be instructed on what "Freelance Plans" you should make next: this includes building Reputation, earning cash, and gentler reminders that there is more to Tony's life than seeking revenge on Sosa.

## Meta-Game: Como Say What?

Scarface is, essentially, two (or, perhaps more accurately, two dozen) different games in one. On the one hand you have a standard, mission-based progression that has a distinct beginning, middle, and end. However, under-girding this is a web that permeates every aspect of the main game, insinuating itself within and without the basic forward motion of the plot. This is known as the meta-game.



*The game within the game*

While we'll discuss this more later, the meta-game essentially boils down to all the things you can do that aren't directly tied to the game's mission-based structure. And this is no small amount of additional gameplay, as you will discover later in this chapter.

We start with a general introduction to basic game concepts (intimidation, reputation, etc.) and then move on to more detailed information (primarily concerning the meta-game aspects).

## INTIMIDATION: GETTING YOUR POINT (FORCEFULLY) ACROSS

Throughout the game you'll find that communicating with the various lowlifes, miscreants, and thugs you encounter isn't as simple as stepping up, brandishing a weapon, and concluding the deal with the butt of that firearm. You'll need to employ a basic tool for all unscribed conversations: the Intimidation meter.



*Chu talking to me?!*

When you initiate a chat with various people throughout the game (each one is discussed in more detail later), you have indirect control over a meter that gauges precisely how well you manage to intimidate someone. The better you do, the better the results. The worse you do, well, here's hoping Tony has a nice plot at the local cemetery.

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## Dis Is How De Game Is Played, Meng



Good result



Not so good result

The Intimidation meter is broken down into two components: a circular meter on the left (the more important one for your purposes), which we'll call the Action meter and the bar on the right, which we'll call the Result meter. The goal is to fill the Action meter as full as possible *without* going past 100 percent full. The closer you get to 100 percent, the more favorable the outcome. This could result in a better rate at the bank, more Balls earned for directly intimidating someone, or getting a better price for coke at the local dealer. The downside is that if you over fill the Action meter, the Result meter will reflect it as a lower result. The net effect of that could be as simple as paying more interest at the bank or, in certain situations, being gunned down by a bunch of angry drug suppliers.

This meter is your lifeblood in the game and your primary gateway to the criminal underground. It is also important for just about any transaction of note (this makes it especially key in the meta-game). Spend time getting this act down to a science, because your life and livelihood depend upon it.

Also, as your reputation increases, you'll find that the "safe spot" on the meter also widens out, making dealing with people that much easier.

### Random Acts of Intimidation

Early in the game, before you have much in the way of reputation, you'll notice that certain people you bump into on the street and gang leaders give you the ability to intimidate them. Take people up on this, because successful intimidation nets you some easy rep increases and is good practice for the more dangerous situations where you'll employ the meter.



Yeah, I thought so.

**(NOTE)** There are gray areas (literally) on the various meters. It is entirely possible to "play it safe" and stop the meter at 70 percent in many cases. This isn't entirely desirable as you'll be leaving money on the table and/or still playing Russian roulette with your life in some cases, but it's better going this route if getting more than 90 percent proves elusive.



## REPUTATION: MAKING THE WORLD YOURS



If you're familiar with RPGs (role-playing games), you are familiar with the concept of experience and how accruing it allows you access to more and better equipment, magic, and more powerful attacks. Well, **reputation** functions basically the same—the more you have of it, the better the cars, boats, henchmen, weapons, etc. you can get. It also advances the game's over-arching storyline.

You earn it, in varying amounts, through all manner of activities, including:

- Successfully completing missions
- Successfully conquering territory (buying fronts and such)
- Purchasing exotics
- Winning races



**TIP** The quickest (and, by far, easiest) way to earn large quantities of reputation is through buying exotics. Of course this is easier said than done because, as the game progresses, they become grossly expensive, necessitating the sort of thing that Tony does best (mainly things that society generally frowns upon). Check the tables in this chapter to get an idea of just how much money it will cost.



The good news is that, once earned, you can never lose reputation regardless of how bad things get (say, if you have a severe run of bad luck and you fail mission after mission, etc.) or even if you don't save for a while. The bad news is that once you have a taste, you'll want more. Luckily, the game obliges you because, as the game progresses, the risk/reward ratio moves steadily in your favor.

### Reputation and What It Gets You

Reputation is handled on a scale of 0 to 8 (you are at zero till you regain your mansion), with a new level meted out at pre-set amounts:

#### REPUTATION LEVELS

Level	Point Amount to Level
0	—
1	50,000
2	150,000
3	500,000
4	1,000,000

Level	Point Amount to Level
5	3,000,000
6	6,000,000
7	12,000,000
8	20,000,000

As you meet each of these

tiers, more and more of the game is unlocked and the overall plot is advanced. Also, at each of these tiers, you gain access to additional weapons and exotics as noted on the following tables:



# Key

H: Henchman  
G: Garage  
B: Boathouse  
M: Mansion

U: Uniques  
F: Furniture  
D: Décor  
I: Investments

## REP AND EXOTICS: LEVEL 1

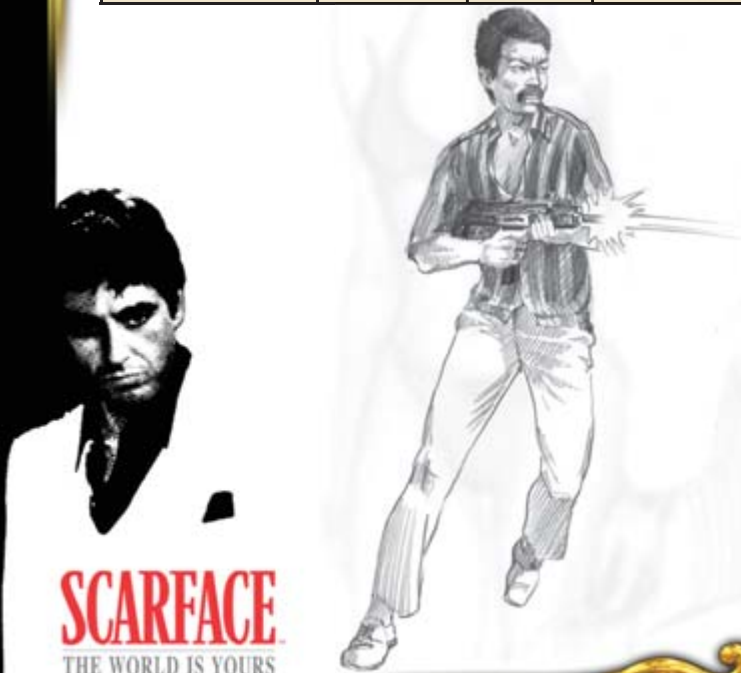
Exotic	Cost	Rep Increase	Notes
H: Driver	\$15,000	11,000	—
H: Boat Pilot	\$40,000	60,000	—
G: Bandit ST	\$10,000	2,400	—
G: Orient YU	\$12,000	3,000	—
G: Stretch Limo	\$250,000	20,000	—
G: GPV Offroad	\$14,000	1,000	—
B: Jet Boat	\$10,000	4,600	—
M: Renovate	\$25,000	47,000	—
U: Manny's Remains	\$8,000	10,000	—
F: Liquor Cabinet	\$7,000	8,000	—
Comfy Chair	\$2,000	1,000	—
F: Cigar Stand	\$4,000	5,000	—
F: Jukebox	\$3,000	4,000	—
D: Stuffed Pelican	\$700	2,000	—
D: Bong	\$2,000	1,000	—
I: Montana Records	\$100,000	61,000	Unlocks New Music Tracks & Creates New Playlist
I: Montana Holdings	\$2,000,000	40,000	Fronts Cost 10% Less to Purchase

## REP AND EXOTICS: LEVEL 2

Exotic	Cost	Rep Increase	Notes
H: Arms Dealer	\$15,000	37,000	—
H: Enforcer	\$30,000	40,000	—
G: Santa Monica	\$15,000	2,000	—
G: Monterey Shark	\$24,000	3,000	—
G: Caballo El Ray	\$16,000	1,500	—
G: Lakota Fastback	\$40,000	1,500	—
G: Mojave	\$28,000	5,000	—
B: Picklefork	\$53,000	25,000	—
B: Antique Trickcraft	\$35,000	45,000	—
U: Gina's Remains	\$8,000	19,000	—
F: Projection TV	\$55,000	45,000	—
F: Vending Machine	\$2,500	3,000	—
F: Liquor Display	\$4,500	5,000	—
D: Stuffed Tiger	\$24,500	60,000	—
D: Exotic Fern	\$500	2,000	—
D: Vintage Wine	\$8,000	11,000	—
I: Montana Fitness	\$1,500,000	200,000	All Henchmen Gain 50% Health

## REP AND EXOTICS: LEVEL 3

Exotic	Cost	Rep Increase	Notes
G: Tomahawk	\$18,000	5,000	—
GS Wolhabend	\$45,000	20,000	—
Lightning	\$25,000	25,000	—
G: Delphine	\$50,000	40,000	—
G: Conick N29	\$70,000	20,000	—
B: Cigarette Boat	\$160,000	180,000	—
M: Modern	\$400,000	100,000	—
U: Modern Art	\$147,000	90,000	—
F: Antique Comfy Chair	\$41,000	20,000	—
F: Drink Machine	\$2,000	4,000	—
F: Beer Cooler	\$1,000	2,000	—
D: Marble Statue	\$10,000	5,000	—
D: Tropical Plant	\$3,000	1,000	—
I: Montana Productions	\$1,200,000	443,000	Unlocks Tony's Clothing Options in the Cheat Menu



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REP AND EXOTICS: LEVEL 4

Exotic	Cost	Rep Increase	Notes
G: Ambassador	\$180,000	140,000	—
G: Fellini	\$190,000	60,000	—
G: Panther	\$80,000	45,000	—
G: Brahma	\$120,000	55,000	—
B: Floatplane	\$350,000	60,000	Buy This ASAP
B: Attack Boat	\$35,000	30,000	—
B: Fan Boat	\$4,000	5,000	—
U: Authentic Spacesuit	\$1,000,000	750,000	—
F: Grand Piano	\$120,000	50,000	—
F: Humidor	\$80,000	68,000	—
F: Phone Booth	\$2,000	5,000	—
F: Marble Bench	\$15,000	12,000	—
D: Bronze Bust	\$15,000	19,000	—
D: Pizza Man	\$4,000	6,000	—
I: Montana Legal	\$40,000,000	700,000	Visibility Events Reduced By Half

REP AND EXOTICS: LEVEL 5

Exotic	Cost	Rep Increase	Notes
H: Assassin	\$100,000	200,000	—
G: Bacinari	\$460,000	240,000	—
G: Pumah	\$65,000	100,000	—
G: Stampede	\$200,000	150,000	—
B: Sport Fishing Boat	\$350,000	120,000	—
B: Racing Boat	\$750,000	250,000	—
M: Eclectic	\$400,000	300,000	—
U: Inca Gold	\$1,600,000	450,000	—
U: Ghengis Khan's Armor	\$2,000,000	1,000,000	—
F: Hardwood Chair	\$35,000	40,000	—
F: Slot Machine	\$6,000	10,000	—
D: Solid Gold Pelican	\$120,000	68,000	—
D: Giant Liquor Bottle	\$85,000	120,000	—
D: Flowers	\$1,000	2,000	—
I: Montana Sports	\$20,000,000	2,000,000	Maximum Bets Go Up for All Gambling

REP AND EXOTICS: LEVEL 6

Exotic	Cost	Rep Increase	Notes
G: Rattler	\$3,000,000	400,000	—
G: Albatross	\$675,000	250,000	—
G: Ares Mark III	\$1,200,000	290,000	—
G: Odin VH88	\$160,000	50,000	—
B: Cigarette Gun Boat	\$1,000,000	250,000	—
U: Easter Island Head	\$16,000,000	2,000,000	—
U: Apollo Space Capsule	\$20,000,000	2,500,000	—
F: Chaise Lounge	\$450,000	250,000	—
F: Video Poker	\$8,000	5,000	—
D: Cognac Fountain	\$300,000	600,000	—
D: Solid Gold Bust	\$1,000,000	350,000	—
D: Exotic Palm	\$11,000	5,000	—
I: Montana Financial	\$50,000,000	3,000,000	Launder All Cash With 0% Interest

REP AND EXOTICS: LEVEL 7

Exotic	Cost	Rep Increase	Notes
G: Whiskey Ghost	\$10,000,000	2,000,000	—
G: MPD Cruiser	\$200,000	200,000	—
G: Bulldozer	\$250,000	100,000	—
G: Bodog Stampede	\$8,000,000	400,000	—
B: Yacht	\$4,000,000	1,000,000	—
U: King Tut's Sarcophagus	\$28,000,000	4,000,000	—
U: The Liberty Bell	\$22,000,000	3,000,000	—
U: The Faith Diamond	\$18,000,000	3,000,000	—
D: Genuine Ming Vase	\$1,000,000	1,555,000	—
D: Inca Mummy	\$450,000	550,000	—
D: Solid Gold Tiger	\$3,000,000	2,550,000	—
I: Montana Defense	\$60,000,000	5,000,000	Carry An Extra Weapon and Ammo



## REP AND WEAPONS

Rep Level	Weapon Available
1	Micro SMG
2	Shotgun (wood), Chainsaw
3	Assault Rifle (AK-47), Pistol (.45 Caliber)
4	Grenade Launcher (M-79), SMG 2 (Mac 10)
5	Rocket Launcher (Bazooka), Shotgun (Carbine)
6	Assault Rifle 2 (M-16)
7	Heavy Assault Rifle, Missile Launcher
8	Pistol (Deagle)

Another side benefit of increased reputation is that the general flow of the game gets easier because everyone treats you with much more respect (this ripple effect carries over into making the “safe” zone on the Intimidation meter larger).

**NOTE** The *only* way to see all the game has to offer is to continually strive to increase your reputation level through whatever means necessary. Throughout this guide you’ll also find references to reputation and what is unlocked as you progress.



## GETTING FROM POINT A TO POINT B: WITHOUT DYING



*Chu like my Ride?*

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## Driving Controls

### DRIVING CONTROLS

Action	Xbox	PS2	PC
Steer	Left Stick	Left Stick	[W], [A], [S], [D]
Cycle Weapons	← or →	↵ or ⇨	[Roll ↑]
Conceal Weapon	[H]	[↓]	[3]
Accelerate	[A]	[X]	[Enter]
Reload	[X]	[■]	[R]
Fire	[RT]	[R1]	[Mouse Button]
Cruise Control	[LT]	[L1]	[Mouse Button]

When moving about Miami and its environs, you need to know where to go and how to get there. Factor in whether you’re likely to meet heavy resistance en route (or at your ultimate destination). Tony has, at his fingertips, a massive array of means to those ends—means that increase the longer he spends in Miami, rebuilding his shattered empire.

## Maps: In-Game and Out



Deciding how to travel to your ultimate destination is only the first part of the equation. The other issue is knowing where exactly your ultimate destination lies and what’s the fastest route. While the game has a built-in map utility, we go one better by showing you the big picture: this guide comes with a complete set of maps detailing pretty much everywhere you’d want to go with a handy grid layout and icons marking key hotspots including dealers, missions, etc. For more info, please turn to the Maps section.

## Dis Is How De Game Is Played, Meng

### By Land, Sea, and Air



*So many roads to travel*

You'll find a huge array of options to get from where you are to where you are going. These include the primitive method of walking (not recommended unless you have a *lot* of free time) as well as flashy automobiles, speedy (and well-armed) boats, and even, in time, a plane. Miami and the surrounding islands cover a lot of territory, and you'll generally want the fastest route available.

As your reputation level increases, you gain access to faster, tougher, and better-armed vehicles (though not necessarily all in one package) though at a price:

G: Garage

B: Boathouse

#### Exotics List

Vehicle	Rep Level Required	Cost
G: Bandit ST	1	\$10,000
G: Orient 380	1	\$12,000
G: Stretch Limo	1	\$250,000
G: GPV Offroad	1	\$14,000
B: Jet Boat	1	\$10,000
G: Santa Monica	2	\$15,000
G: Monterey Shark	2	\$24,000
G: Caballo El Ray	2	\$16,000
G: Lakota Fastback	2	\$40,000
G: Mojave	2	\$28,000
B: Picklefork	2	\$53,000
B: Antique Trickcraft	2	\$35,000
G: Tomahawk	3	\$18,000
G: GS Wohlabend	3	\$45,000
G: Lightning	3	\$25,000
G: Delphine	3	\$50,000
G: Conick N29	3	\$70,000
B: Cigarette Boat	3	\$160,000

Vehicle	Rep Level Required	Cost
G: Ambassador	4	\$180,000
G: Fellini	4	\$190,000
G: Panther	4	\$80,000
G: Brahma	4	\$120,000
B: Floatplane	4	\$350,000
B: Attack Boat	4	\$35,000
B: Fan Boat	4	\$4,000
G: Bacinari	5	\$460,000
G: Pumah	5	\$65,000
G: Stampede	5	\$200,000
B: Sport Fishing Boat	5	\$350,000
B: Racing Boat	5	\$750,000
G: Rattler	6	\$3,000,000
G: Albatross	6	\$675,000
G: Ares Mark III	6	\$1,200,000
G: Odin VH88	6	\$160,000
B: Cigarette Gun Boat	6	\$1,000,000
G: Whiskey Ghost	7	\$10,000,000
G: MPD Cruiser	7	\$200,000
G: Bulldozer	7	\$250,000
G: Bodog Stampede	7	\$8,000,000
B: Yacht	7	\$4,000,000

#### NOTE

For a complete list of specs on *all* in-game vehicles (both exotics and run-of-the-mill) please check the Appendix.



Generally speaking, the higher up in rep and cost you go, the better the ride. Naturally we suggest using the best vehicle you can afford at any given time, though there are some stipulations:

- For missions and situations (where you have the option) where time is of the essence, sacrifice armor for acceleration, top speed, and handling. Try the Ares Mark III, Rattler, and their ilk.
- For missions where staying alive is key, obviously armor and/or whether that vehicle is equipped with its own weaponry (and *unlimited* ammo) is ideal, such as Bodog Stampede, Armored Car, etc.
- For trips to the islands, speed almost always trumps armor as it is wiser to *avoid* trouble than engage in it. Try the Racing Boat, Picklefork, etc.





## Car Theft: Not a Good Idea



*Out Chu Go!*

You have access to more than just the cars Tony purchases. You can carjack *any* car in the game. However, this drastically increases your visibility.

There are a few cases where you can make off with a car without penalty: if a car is merely sitting parked in an area, you can get in and take off and will, likely, get away without so much as a sidelong glance. We only recommend this in a few situations, though:

- When you simply *have* to get away from a bad situation such as a gang extermination gone horribly awry.
- When you want to use vehicles as additional armor and shoot *from* the vehicle, thereby keeping your hide reasonably intact.
- When you're broke and can't afford to repair the cars you own.

In general you have ready access to your own, better cars.

## Teleportation and Speed Demons



*Around town in no time flat*



*Fast track to the islands and back*



*Smuggler's Run ownage*

While you can drive or sail anywhere in the game with any of the vehicles available, there are two special cases where you can travel, instantaneously, between areas on the map. With the stretch limo (rep level 1) and the floatplane (rep level 4) you can travel,

immediately, to any front or storehouse you own with the former and any dock with the latter. Clearly this cuts down on travel times *tremendously* as you can, essentially, "warp" around the map (check the map for all the front/storehouse and dock locations to get an idea of what we're talking about).

The downside, of course, is cost: the limo costs \$250,000 and, though it's available very early in the game, you likely can spend that money better, at least initially. We recommend looking at the limo around level 4/after conquering Downtown. The floatplane is even more valuable because you can make instant trips to the islands (normally a long boat ride fraught with piratical problems)—buy that the moment you can.

## Teleportation and Speed Demons (Continued)

Finally, for Smuggler's Run (Miami) and Lobster Cay (the islands) races, wait till you can afford the very pricey Ares Mark III. This one-seater pocket rocket, though light on armor, is extremely fast and, though it can't compare to the Rattler, it's about one-third the cost. For more info on racing, please see the "Fun and Games" section.

## Driver's Ed



*Rubbing, racing, and sliding*

The basics for controlling the various automobiles and boats are pretty straightforward—especially the boats as they only go forward and backward. Autos, however, are a different story for a number of reasons:

- Autos can powerslide, Rockford, and do forward/reverse 360s, all advanced techniques.
- Autos can engage in races (Smuggler's Run, for example)
- Autos can earn you Balls (see "Balls" section for more info).
- Autos make good weapons even when they aren't loaded with additional weaponry.

## Powerslides



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## Dis Is How De Game Is Played, Meng

These are very easy to perform (as long as your chosen vehicle handles well): just start making a turn and hit the e-brake button and, as the back of your car starts to slide, turn in the opposite direction of the car's tail. This is fantastic for taking corners far faster than otherwise possible.

There are, however, a few caveats involved:

- Depending on your skill level, you could slide into other cars, buildings, and pedestrians, all of which will increase your visibility to varying degrees.
- When being pursued by LEOs, gang members, etc., if you biff a powerslide, they will *mercilessly* pin you in and it could rapidly become "game over" or "you're f—ked."

### Rockford

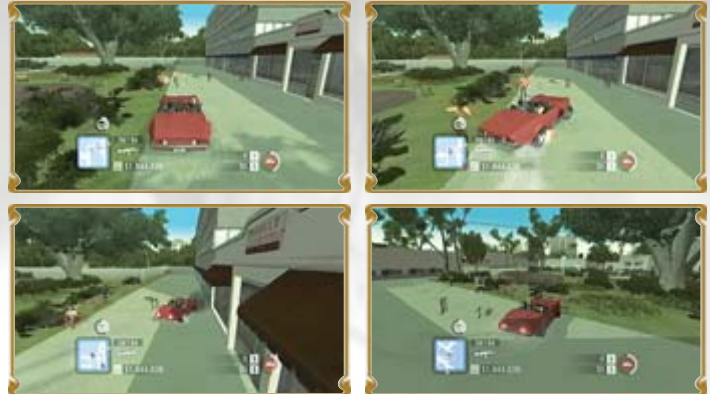


A Rockford is simply accelerating rapidly in reverse, slamming on the brakes, and spinning the car around 180 degrees (so you're facing the opposite direction) with little-to-no loss of velocity. These are tricky and take a fairly decent amount of space to pull off initially. The reward is that it's good for escaping from tight situations where a three-point turn would result in your being pinned in and killed (because it took too much time to escape).

### Forward/Reverse 360



### Cruise Control



This applies to both boats and cars and refers to your ability to track a target (moving or otherwise) while your car continues in its current direction, allowing you to steer *and* target/shoot at the same time. We suggest you use this only sparingly or in places where there's lot of room to work. This is especially the case in boats or at the Oakley Drive-In where there's plenty of space to ride without crashing into things.

## Vamos a War: Combat School

### COMBAT CONTROLS

Action	Xbox	PS2	PC
Movement	Left Stick	Left Stick	W, A, S, D
Cycle Weapons	⬅ or ➡	⬅ or ➡	Roll ↑
Conceal Weapon	📍	⬇	[3]
Run/Wall Cover	A	X	Enter
Reload/Melee Counter	X	■	R
Fire/Punch	RT	R1	🖱
Secondary Fire	LT	R2	Mouse 3
Lock-On/Strafe	LT	L1	🖱

**NOTE:** We strongly suggest you run through the Combat Tutorial at the very beginning of the game. While it's optional, it contains a wealth of basic information on how to make the most of Tony's limited abilities at the outset of the game.





## Enemy Health Stats

Here you'll find a list of the various meatsicles you'll come across throughout Tony's adventure and their health levels. Naturally civilians are even less resilient than this motley band of mutants and ornery LEOs, so when you're busily clearing a street corner of random gang members, try not to hit the peds—the LEOs aren't big fans of that. You can compare these health values with the damage values of the weapons featured in this chapter to give you a good idea of what your odds are like against a given enemy with a given weapon:



*You better have a big gun*

Base Enemies	150
Skull	150
Sosa	150
Cops	200
DEA	350
Swat	500
Coked Out Gang Leaders	600
Coked Out Chainsaw Wielding Maniacs	200–400

Not surprisingly, the farther up the chain you go, the harder your foes become, with those under chemical stimulation generally proving to be the biggest nuisances. You do not want to go toe-to-toe with any but the most basic foe bare-knuckled (sometimes, though, you won't have that option).

## Hand-to-Hand

Though it's natural to want to rely on firearms, sometimes you're forced to rely on your fists for plot and story-progression reasons. Therefore it's important to at least understand the basics of hand-to-machete/pistol/etc. combat when those unfortunate, firearm-free, moments arise.

Tony can make a few basic attacks when you repeatedly press the "fire" button. This results in a successive string of attacks culminating in a combination (or combo, for short). This volley of blows will lay out most foes you manage to land successive blows upon.



*Haymaking for fun and profit*

You can counter an incoming enemy attack with the counter button. Timing is important here, so hit it just as the enemy's blow is about to connect to return the hurt on your opponent.

## CAUTION!

By and large, melee combat is an absolute *last* resort. Tony has access to large quantities of guns and other weapons, so use them.



## Medic!



Outside of healing via Rage (which, actually is the most efficient and least cumbersome way to do so) you have the option of visiting blood mobiles scattered over the Miami area. One hit from them and you'll be back to 100% in no time. You can also visit any front with a cash register to receive a health refill.

Barring that, you also can find health packs scattered about various points in the game—usually in areas where you'll have to deal with some pretty hairy situations. Unlike blood mobiles, however, these will *not* max out your health with one hit if you're critical.



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## Dis Is How De Game Is Played, Meng

You'll also find a few, scattered melee weapons such as the ever-popular machete and lead pipe. While better than relying on your fists alone, they are still poor cousins to even the most basic pistol.



*Ow!*



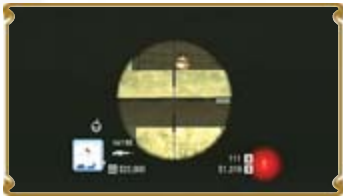
*Ouch!*

### NOTE

In some cases (certain missions, certain types of leads) you will be sans weaponry and will have to rely on your fists.



## Ranged Combat



*Say hello to my little friends—thousands of them.*

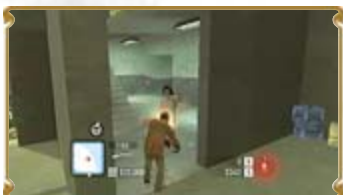
Ah, now, this is what it's all really about: good ol' fashioned, highly illegal, and utterly deadly weapons of mass decapitation (in certain cases, anyway). This game is a weapon-laden playground for the trigger-happy maniac in all of us.

Before we delve into specific strategies, let's define a few basic terms:

**Lock-On:** A lock-on button allows you to target and track any foe you choose.

**Manual Aim:** In cases where you can't use lock-on or if you're going for maximum Balls (see "Balls" section) this simply means firing without using the lock-on function. Naturally this makes hitting targets much harder.

## Rush and Attack



*Ouch.*

While locked-on, run toward your foe and tap the run button to make a sudden charge. This is especially useful with the shotgun as it triggers the "Execution" animation and gives you a second or two to breathe if you're surrounded.

## Zigzag and Zagzig



*Dodging bullets one zig at a time*

Find yourself being fired on from all corners with no cover in sight? Zigzag as you close distance with potential victims (assuming your current weapons can't take them out at range). While always moving forward, continue to make short feints left and right to keep foes from mowing you down (they can't lock-on quite as well as Tony).

## Circle Strafing



*Circle and destroy*

While being able to lock-on makes this somewhat automatic, there are times when you either won't be able to (with weapons that don't allow lock-on) or you may be going for maximum Balls with manual aim.



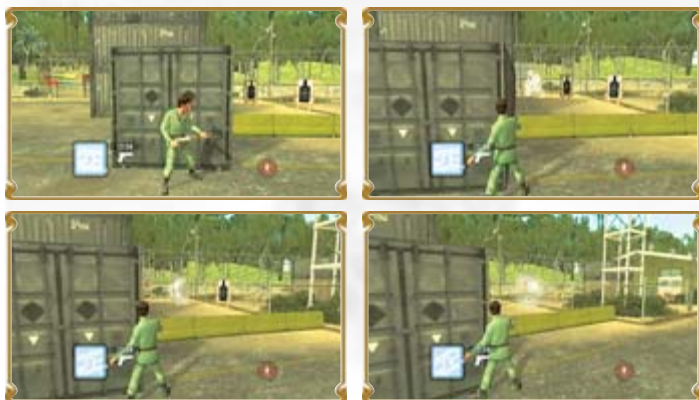
## Raking



*Leave them screaming*

If you don't feel terribly secure in your manual aiming, you can do what we've dubbed raking: move the targeting reticle up and down, from head to crotch, while using automatic weapons. You're likely to score lots of extra Balls as you'll tag their heads, crotch, etc. instead of simply relying on the luck of the lock-on. This scores far more Balls (see "Balls" section for more info).

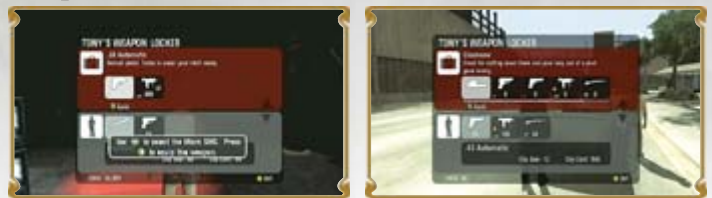
## Cover and Shoot



*Peek a boo(m)!*

This is pretty basic (and covered in the tutorial) but you'd be surprised at how effective this can be (especially against gangs in narrow alleys). Simply stand next to a wall at a corner and peer around with the aiming function. It makes it much safer to take out interlopers when you have five feet of concrete between you and them—just don't hang out there too long, or you'll catch some nasty return fire.

## Weapons Locker



*At home and away: Always time for gunplay*

Throughout the course of Tony's murderous rampage across the greater Miami area, you'll accumulate a great many weapons with which to dispatch your foes with extreme prejudice. Before we delve into individual weapons, you need to be aware of a few items:

- You can carry only up to three weapons at one time.
- You can switch out weapons only at your weapons locker: either in your office at the mansion or in the trunk of any of Tony's cars.
- All firearms require ammo. No ammo, no bang-bang.



*Fists*



*Machete*



*Pipe*

**NOTE** These weapons can be picked up off of dead enemies. You cannot purchase these, presumably because the mark-up just isn't there.



Generally speaking, you use melee weapons (and this includes Tony's fists) only when you have no other option. The big problem is that attacking with melee gear is fairly slow and fairly weak (the chainsaw, however, deserves special mention). If you have the option of hoisting a machete or a sturdy lead pipe, there's also likely plenty of ammo lying about.

**NOTE** You cannot access most weapons until you increase your reputation level. With each successive level, you gain access to more firearms, etc. Also you need to hire the weapons dealer henchman (he becomes unlocked at Reputation Level 2) so that you can buy from him.



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## Dis Is How De Game Is Played, Meng

Firearms are a much different story from melee-based gear. While some can be retrieved from the bullet-riddled corpses of your would-be enemies, generally you want to arm yourself beforehand.



KA-BLAM!

## Weapon Specs

Herein you'll find a complete list of weapons. Remember that you'll need to hit the following reputation levels to unlock them:

### REP AND WEAPONS

Rep Level	Weapon Available
1	Micro SMG
2	Shotgun, Chainsaw
3	AK-47, .45 Caliber
4	M-79, Mac 10
5	Bazooka, Carbine
6	M-16
7	SAW, Missile Launcher
8	Deagle

**NOTE:** Get these from the arms dealer (after you've purchased him in the Exotics menu) or from the gun dealers throughout the city.



## .38 Automatic

### Basic Specs

- Damage (per bullet): 40 @ 4 meters and under
- Range: 35 meters
- Clip Size: 9
- Ammo Carrying Capacity: 80 Rounds
- Alt. Fire: Burst (3 shots)

### Upgrades

None

### Carnage

- Rage: Decent range with fast kills
- Dismemberment: No

### Costs

- Gun: \$100
- Clip: \$50

### Effectiveness

- Accuracy: Point and shoot—the bullet will go exactly where you want it to go.



- Recoil: A very small kick so your aim won't go off target no matter how hard you try.
- Rate of Fire: A really good rate of fire. Easy to manage bullet effectiveness—you won't waste much ammo with this gun if you're firing in single-shot mode.

### Balls

All pistols give you a 4x Balls multiplier. If you're having trouble building up your Rage meter or unlocking femmes fatales, pistols are the weapons to go with. Be careful though, as too many enemies will overwhelm you.

## .45 Automatic

### Basic Specs

- Damage: 75 @ 3 meters and under
- Range: 35 meters
- Clip Size: 12
- Ammo Carrying Capacity: 80
- Alt. Fire: Burst (3 shot)

### Upgrades

- Silencer: Removes visibility from firing bullets thus reducing the chance of unwanted attention (heat)

### Carnage

- Rage: Decent range with fast kills
- Dismemberment: No

### Costs

- Gun: \$300
- Clip: \$50
- Upgrade: \$50,000



### Effectiveness

- Accuracy: Bullets go where you aim them.
- Recoil: A very small kick.
- Rate of Fire: A really good rate of fire. Easy to manage bullet effectiveness.

### Balls

All pistols give you a 4x Balls multiplier. If you're having trouble building up your Rage meter or unlocking femmes fatales, pistols are the weapons to go with. Be careful though, as too many enemies will overwhelm you.

## Deagle

### Basic Specs

- Damage (per bullet): 200 @ 40 meters and under
- Range: 50 meters
- Clip Size: 7
- Ammo Carrying Capacity: 80
- Alt. Fire: None

### Upgrades

None

### Carnage

- Rage: Utterly deadly—one hit kills for all but the most hardened foes (coked out or heavily armored)
- Dismemberment: Yes

### Costs

- Gun: \$1,600
- Clip: \$50

### Effectiveness

- Accuracy: Bullets go where you aim them—just aim and fire.



- Recoil: Kick city. If you opt for manual aim, it will take constant re-targeting.
- Rate of Fire: The "deagle" has the slowest rate of fire among the pistols (and just slightly above a shotgun).

### Balls

All pistols give you a 4x Balls multiplier. If you're having trouble building up your Rage meter or unlocking femmes fatales, pistols are the weapons to go with. Be careful though, as too many enemies will overwhelm you.



## Micro SMG

### Basic Specs

- Damage (per bullet): 35 @ 8 meters and under
- Range: 50 meters
- Clip Size: 25
- Ammo Carrying Capacity: 250
- Alt. Fire: Burst (5 shots)

### Upgrades

- Clip Extension: Extends clip to 35
- Handle Stock Attachment: Makes it more accurate
- Silencer: Removes visibility triggered from bullet fire (less trouble from LEOs)

### Carnage

- Rage: Decent range with fast kills
- Dismemberment: No

### Costs

- Gun: \$600
- Clip: \$150
- Upgrade 1: \$30,000
- Upgrade 2: \$40,000
- Upgrade 3: \$50,000



### Effectiveness

- Accuracy: Due to the stuttering nature of its output, it's a bit more difficult to aim accurately.
- Recoil: Hefty kick makes it even more difficult to fine aim. Aim at a pack of foes and let loose.
- Rate of Fire: Very fast rate of fire means you'll go through bullets pretty quickly. On the plus side, that means bodies stack up fast.

### Balls

Though per bullet damage is lower, you can usually get more hits in on an enemy, which means you can build your Balls faster with fewer enemies—a good strategy to building up your Rage meter.

## TIP

Couple this weapon with an assault rifle-class gun and you'll be pretty much set for any resistance you might encounter (most foes will be cole slaw in seconds). With the stock upgrade, you're even rewarded with **zero** kick.



## Shotgun

### Basic Specs

- Damage (per bullet): 200 @ 8.5 meters and under
- Range: 14 meters
- Clip Size: 8
- Ammo Carrying Capacity: 40
- Alt. Fire: Double Damage (fires two shells in quick succession)

### Upgrades

None

### Carnage

- Rage: Pretty sad range, but utterly deadly within that limited space
- Dismemberment: Yes

### Costs

- Gun: \$300
- Clip: \$100



### Effectiveness

- Accuracy: Buckshot makes accuracy a nonissue. It tears apart as many enemies as you can cover with its spread.
- Recoil: It's a shotgun, so it has lots of kick.
- Rate of Fire: Slowest rate of fire next to the heavy weapons (bazooka, etc.).

### Balls

As you might imagine, one hit kills don't make for big Balls bonuses. This weapon is more suited for those situations where you're being swarmed by large numbers of foes and survival is a lot more important than finesse.

## Mac 10

### Basic Specs

- Damage (per bullet): 75 @ 3 meters and under
- Range: 50 meters
- Clip Size: 30
- Ammo Carrying Capacity: 250
- Alt. Fire: Burst (5 shots)

### Upgrades

- Clip Extension: Extends clip to 40
- Handle Stock Attachment: Makes it more accurate
- Silencer: Removes visibility triggered from bullet fire (less trouble from LEOs)

### Carnage

- Rage: Decent range with near-instant kills
- Dismemberment: No

### Costs

- Gun: \$1,000
- Clip: \$150
- Upgrade 1: \$70,000
- Upgrade 2: \$100,000
- Upgrade 3: \$200,000



### Effectiveness

- Accuracy: Bullets generally go where aimed. It's no pistol but it's not too far from an assault rifle, just smaller and less trouble to handle.
- Recoil: One of the most stable weapons in the game—pistol or otherwise.
- Rate of Fire: Very fast rate of fire, but it does eat ammo. Fire in short, tight, bursts to avoid blowing through clip after clip in record time. Remember: it doesn't take more than a hit or two to kill most foes at under three meters.

### Balls

The massive damage this weapons incurs at close range kills foes before you can build up any meaningful number of Balls. If you're going to use it for Rage building, make sure to taunt.

## TIP

This weapon has a nasty, up-close Execution move (say good-bye to your head).



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## Dis Is How De Game Is Played, Meng

### AK-47

#### Basic Specs

- Damage (per bullet): 65 @ 100 meters and under
- Range: 150 meters
- Clip Size: 40
- Ammo Carrying Capacity: 450
- Alt. Fire: Shotgun blast with shotgun upgrade

#### Upgrades

- Double Clip: Requires a reload half as frequently
- Shotgun Attachment: Acts as a shotgun

#### Carnage

- Rage: Very powerful in general due to damage output and extreme range
- Dismemberment: Will take off heads

#### Costs

- Gun: \$700
- Clip: \$150
- Upgrade 1: \$60,000
- Upgrade 2: \$150,000



#### Effectiveness

- Accuracy: Not exactly pinpoint accurate, but with the range involved, it's less of an issue than it might otherwise be.
- Recoil: Go with short bursts of fire to keep your target centered.
- Rate of Fire: Slow by assault rifle standards, but still faster than most weapons.

#### Balls

It's not incredibly destructive, so you can rack up some Balls.



Buy the shotgun attachment and you've just made yourself what might be the best weapon in the game due to its long range and close-quarters killing power.



### Carbine Assault Rifle

#### Basic Specs

- Damage (per bullet): 50 @ 100 meters and under
- Range: 150 meters
- Clip Size: 50
- Ammo Carrying Capacity: 450
- Alt. Fire: Grenade launching death for anyone unlucky enough to be hit

#### Upgrades

- Double Clip: Requires a reload half as frequently
- Grenade Launcher Attachment

#### Carnage

- Rage: Make no bones about it, this gun is death incarnate. Add the grenade launcher and you can run around yelling "say hello to my little friend" till your lungs give out.
- Dismemberment: Will take off heads

#### Costs

- Gun: \$2,400
- Clip: \$150
- Upgrade 1: \$100,000
- Upgrade 2: \$300,000



#### Effectiveness

- Accuracy: More accurate than the AK-47 but it's a trade-off with slightly less damage.
- Recoil: Go with short bursts of fire to keep your target centered as well as to control ammo use.
- Rate of Fire: Adequate firing speed and a plenty fast rate of death.

#### Balls

Good number of Balls.

### M-79

#### Basic Specs

- Damage (per bullet): 350 @ 25 meters and under
- Range: 25 meters
- Clip Size: 1
- Ammo Carrying Capacity: 9
- Alt. Fire: None

#### Upgrades

None

#### Carnage

- Rage: It does 350 points of damage... nuff said.
- Dismemberment: Enemies are literally vaporized.

#### Costs

- Gun: \$2,800
- Clip: \$5,000



#### Effectiveness

- Accuracy: No lock-on and the large explosive radius means you don't have to be too accurate—it also means it's easy to kill yourself at close range.
- Recoil: It's only one shot at a time, so this isn't much of an issue.
- Rate of Fire: One shot coupled with the insane damage level makes this less of an issue than it might otherwise be.

#### Balls

Considering your enemies cease to exist, you won't be racking up much in the way of Balls.



This is the only explosive weapon that can be fired from a vehicle. This makes it, on the whole, the best option for these types of weapons.



### Sniper Rifle

#### Basic Specs

- Damage (per bullet): 150 @ 350 meters and under
- Range: 450 meters
- Clip Size: 15
- Ammo Carrying Capacity: 30
- Alt. Fire: None

#### Upgrades

None

#### Carnage

- Rage: You can kill foes from blocks away with *no* chance of reciprocity if you're wise about it.
- Dismemberment: Point at a body part and it will cease to be attached.

#### Costs

- Gun: \$800
- Clip: \$1,000



#### Effectiveness

- Accuracy: The most accurate weapon in the game, though it tends to drift if you hold off on firing for too long.
- Recoil: Minimal recoil.
- Rate of Fire: One shot but the insane damage makes up for it (as long as you're working from a distance).

#### Balls

As long as you target a high bonus body part (head or balls) you'll do alright.



This is the key weapon for the assassin henchman, though Tony finds uses for it as well.





## SAW

### Basic Specs

- Damage (per bullet): 200 @ 100 meters and under
- Range: 150 meters
- Clip Size: 120
- Ammo Carrying Capacity: 450
- Alt. Fire: None

### Upgrades

None

### Carnage

- Rage: Death incarnate at long ranges, period
- Dismemberment: It's raining limbs, hallelujah

### Costs

- Gun: \$8,000
- Clip: \$150



### Effectiveness

- Accuracy: Goes a bit wide of the mark but between its rate of fire and damage output, it's not going to matter if a few shots go astray.
- Rate of Fire: Fastest in the game, though this has implications for ammo conservation and this gun doesn't exactly shine under controlled situations (it has no lock-on).

### Balls

The bad news is most things are dead before you can get much of a bonus. The good news is that because you *have* to use manual targeting, it evens out.

## Chainsaw

### Cost

- \$400

You can lock-on to your targets with this weapon and use the right stick (or mouse) to specifically remove left arm, right arm, head, or legs.



## Bazooka

### Basic Specs

- Damage (per bullet): 750 @ unlimited range
- Range: Flies till it explodes
- Clip Size: 1
- Ammo Carrying Capacity: 4
- Alt. Fire: None

### Upgrades

None

### Carnage

- Rage: One shell does 750 points of damage plus its splash range—it's basically a finger of God.
- Dismemberment: Ever seen *Star Trek*? Think transporting *without* a destination.

### Costs

- Gun: \$3,000
- Clip: \$20,000



### Effectiveness

- Accuracy: Point and shoot, but you need to lead a moving target.
- Rate of Fire: Slowest in the game. This makes it ideal for taking out vehicles, then switching to a faster weapon to nail any survivors (unlikely as that may be).

### Balls

None

## Missile Launcher

### Basic Specs

- Damage (per bullet): 750 @ unlimited range
- Range: Flies till it explodes
- Clip Size: 4
- Ammo Carrying Capacity: 4
- Alt. Fire: Rapid fire

### Upgrades

None

### Carnage

- Rage: One shell does 750 points of damage plus its splash range.
- Dismemberment: Imagine what it'd be like to be directly deposited on the surface of the sun.

### Costs

- Gun: \$5,000
- Clip: \$20,000



### Effectiveness

- Accuracy: Point and shoot, but you need to lead a moving target.
- Rate of Fire: Four shots per clip mean it fires faster than the bazooka *and* it's more deadly—sounds like fun.

### Balls

None

### NOTE

Ammo for this weapon runs 5k per *round* (in clips of four), so if you're not exactly flush with capital, take it easy on your world-destroying runs.



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## Dis Is How De Game Is Played, Meng

### BALLS: ON PLAYING WITH THEM



*Chu gotta have big ones to play dis game, cabron*

Balls are the unit of “currency” that Tony uses for two key reasons—one immediate and one long term:

- Short Term: Filling Tony's Rage meter
- Long Term: Seducing femmes fatales

His Rage meter (of which you should have had some experience in the Combat Tutorial) basically grants Tony temporary invulnerability and the ability to replenish his health bar with each successful kill (at 200 health points per, meaning your life bar would be replenished in no time). Using Blind Rage at key moments is a very important strategy. Prime situations for Rage usage:

- When you're low on health and can't get to a blood mobile or a health pack.
- When you're hopelessly outnumbered by a huge array of foes and all hope looks lost.
- Any time you need to take a shortcut from a great height—this allows Tony to leap from the highest structures and take *no* damage in the fall (assuming his Rage lasts long enough of course).

**NOTE** Don't waste all of your Blind Rage if there is no one to kill. Press the Blind Rage button to end your nearly invulnerable rampage.



More important than the actual Balls themselves is how to best go about filling the Rage meter.

The following table explains why using manual aim is far preferable to using lock-on (if not even remotely as safe). We recommend using the raking technique (covered in the “Ranged Combat” section) to reap most of the rewards with half the pain:



*No offspring for this guy*

#### BALLS REWARDS: BODY PART-SPECIFIC

Body Part	Reward
Head Shot	30 Balls
Groin Shot	5 Balls
Leg	5 Balls
Arm	10 Balls
Left Nut	30 Balls
Right Nut	30 Balls
Left Kidney	10 Balls
Right Kidney	10 Balls

#### NOTE

If you hit any of these targets with manual aiming, the score is doubled. Using a pistol or manually targeting (no lock-on) nets a 4x bonus. Hitting a critical area (any of the above) with the pistol while manually targeting nets an 8x bonus. So, for example, hitting someone in the head with a pistol without using lock-on results in 240 Balls instead of 30.



#### CAUTION

Shooting cops is *bad*—you will *lose* Balls for doing it, so avoid at all costs! And you lose them in direct relation to the points noted above. So, shooting a cop in the head with manual targeting *costs* you 240 Balls.



#### BALLS REWARDS: DRIVING

Action	Reward	Description	Notes
Near Miss	15 Balls	You must be driving toward oncoming traffic and narrowly avoid a head-on collision	—
Air Time	15 Balls	The initial reward for getting your vehicle into the air	Every second you can stay in the air means +50 Balls
Rockford	40 Balls	180 degree turn with your vehicle without losing any momentum (from reverse to forward or forward to reverse)	—
Forward/Reverse 360	40 Balls	Turn your vehicle 360 degrees without losing momentum	—
Powerslide	10 Balls	Getting the back wheels to slide for an extended period of time	Every second that you maintain means +20 Balls
Wrong Lane Driving*	5 Balls	Driving into oncoming traffic or going in reverse in the proper lane gives you this reward	Every second that you maintain means +5 Balls • Must be moving at about 60 mph or higher.



## BALLS REWARDS: MISCELLANEOUS

Action	Reward
Taunting Victims After Killing	50 Balls
Taunting After Critical Hit	15 Balls
Manual Targeting Without Critical Hit	10 Balls
Melee Attacks	10 Balls/Hit

## Additional Balls Tips

- The pistol is the best method to get Balls in combat quickly.
- Use Blind Rage at strategic moments to survive.
- Taunt as often as possible after each enemy is killed but be careful! Don't taunt like mad when you're surrounded by a huge number of gang members!
- Remember to taunt drivers every time you collide with another car.
- Successful intimidations of all types get you Balls.
- Avoid using the shotgun, grenade launcher, bazooka, or missile launcher excessively as they give you few or no Balls.
- Clearing every single gang nest in a turf nets you a huge number of Balls (see Gangs in the "Turf" section for more details).
- Gang busting is the quickest and easiest way to max out your Rage meter.
- Use the roof of Oakley Drive-In, the elevated tracks in the industrial area, or the cliffs in the islands to score massive air time bonuses (be aware, however, that this damages your car—sometimes grievously).

## Femmes Fatales



Though they can (somewhat rightly) be considered window-dressing for the mansion, it's what they can do for you that should make you most interested in these fine ladies.

As you earn certain pre-set numbers of Balls, you gradually unlock five willing ladies (willing to move into your mansion, anyway) who each provide a benefit to Tony's ability to stay alive. Even better, each one will, given enough time and Balls, earn you a second upgrade.

Once you collect the required number of Balls (see table) the women appear under the Business menu of your satellite phone.



**NOTE** It is *absolutely* worth acquiring the services of these fine young women because the benefits they impart are fairly significant and only become more so as you start accumulating their secondary benefits.



This handy chart spells out exactly what it is you get with each lovely lady at the requisite Balls level:

**Stamina:** Upgrades the amount of time you can continuously run without slowing down to a jog.

**Cojones:** Increases the size of your Rage meter.

**Health:** Increases the size of your Health meter.

**NOTE** Each Femme Fatale allows for two upgrades: Once when you initially make her acquaintance and later in the game after you've earned significantly more Balls. Just speak to the lady in question when you hit the second plateau (at the mansion) to earn that upgrade.



## REWARDS

Name	Balls Earned	1st Upgrade	Balls Earned	2nd Upgrade
Veronica	25,000	Stamina Upgrade	600,000	Health Upgrade
Natalia	50,000	Cojones Upgrade	700,000	Stamina Upgrade
Stacey	100,000	Health Upgrade	800,000	Cojones Upgrade
Isabelle	250,000	Stamina Upgrade	900,000	Health Upgrade
Jessica	500,000	Cojones Upgrade	1,000,000	Health, Stamina, and Cojones Upgraded 30%

## THE META-GAME: YOUR SAT PHONE AND YOU



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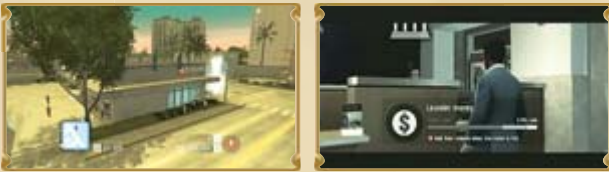
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## Dis Is How De Game Is Played, Meng

After clearing the opening tutorial and raiding the penthouse of a now-deceased acquaintance to secure funds to re-open the mansion, it's time to start to come to grips with the meta-game. You've completed the first couple of missions but have yet to be exposed to the web that binds the entire game together. This web is navigated, almost exclusively, via the SAT Phone (shorthand for SATellite Phone) secured during the course of the mission "Gaspar Gomez." What you need to know, in the early going, is that this wonderful little toy is much more than a simple telephone (in fact, it's more than the latest cell phone could ever hope to manage).

### Banking: Saving Your Money (and Tony's Life)



*Save often!*

You want to be intimately familiar with the bank for two basic reasons:

1. You need to launder your ill-gotten gains from your various criminal activities (which you'll do very early in the game for the first time).
2. Save!

If you don't launder your cash, any time you die or are busted by the cops, you'll lose *all* your dirty money. And it's important to save often so you don't lose progress. So remember: save early and often!



*Business, turf, and heat: making the world yours*

The phone itself gives you access to all manner of activities (some of which have already been discussed) but the categories of Business, Turf, and Heat are most interesting:

**Business:** From here you access all leads, suppliers, missions, etc. If you aren't sure what to do next, this is the place to start. We'll delve into all facets of this in this section.

**Turf:** Use this menu to check how your world-conquering aspirations are panning out. By conquering fronts, taking out gangs, and consolidating storehouses (all discussed in the "Turf" section of this chapter) you earn greater reputation and gradually proceed through the game's main plotline.

**Heat:** This essentially exists to undermine all of your illicit activity. It makes doing business much harder than it otherwise would be and is broken down into two categories: Gang and Police.

### Business

#### Leads: The Bricks and Mortar



If there's a basic building block of the entire empire building process, it's the Felix lead. Using Tony's SAT Phone and dialing up (who else?) Felix from the Business menu, you're presented with several options, multiples of which are usually Felix leads. You use these leads to contact suppliers all over Miami. Initially anyway, this is the *only* way to score coke to sell to dealers.

There are also Sandman leads. The major differences between the two are:

1. Sandman leads are to the islands what Felix leads are to Miami: Gateways to coke suppliers.
2. Because you do only large deals with the suppliers derived from Sandman leads, you must smuggle *all* results from these leads to your storehouses in Miami. With the contacts from Felix leads, your travel time is significantly reduced (and much less death-prone).
3. All coke earned from Sandman leads has to be smuggled into Miami and dropped at storehouses because the amounts are far too great to dispose of on the dealer level.

For the following strategy, you can substitute Sandman lead wherever you see Felix lead.

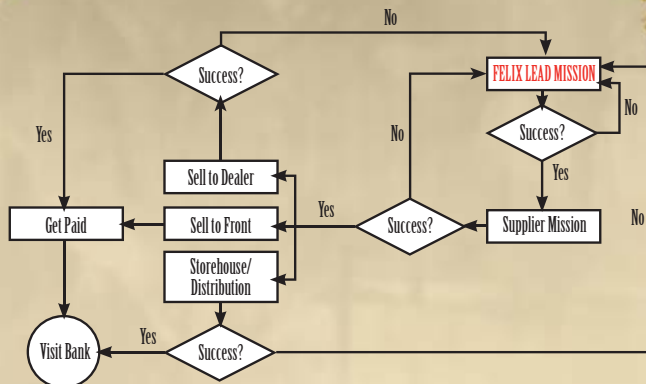


**TIP** Keep gang heat low when on Felix and Sandman leads. The lower your heat, the better the odds of securing larger and larger suppliers (see the "Heat" section for more details).





## Anatomy of a Lead



This flowchart shows exactly how a Felix lead starts and where it ultimately leads with stops at key points along the way. Some details:

1. The process begins at the Felix lead itself. If you succeed on your first lead, you move on to meeting with a supplier.
2. At a supplier, you attempt to secure some product. If you fail you must go back and do another Felix lead.
3. If you can convince a supplier to sell to Tony, it's now time to decide how best to dispose of the acquired product: via a dealer, via a front (assuming you have at least one), or via a storehouse (again, assuming you have at least one).
4. After you've completed a transaction with a dealer, you are free to continue to seek out other dealers to continue the process. If you opt for the front route, you then need to go back and secure more product. If you store it, you can then undertake a distribution mission (once you've amassed sufficient product).
5. All roads do eventually lead to the bank if you are wise (to save and to launder your filthy lucre).

This chart holds true for all the basic Felix leads. Later on you'll find that you'll need to smuggle contraband from the islands. At this point, the Felix lead is essentially obsolete. The only difference in flow, however, is that you *always* need to take your ill-gotten coke to your storehouse and not proceed to immediately sell it on the street and/or at a front.

Ah, but before you can get to the suppliers, you have to perform a mission for the client on the other end of the lead (think of Felix as your middleman to the steamy underbelly of Miami's crime cartels). These missions come in a variety of forms, but they all boil down to one of several different templates:

### TIP

If you don't care for a particular template type, just cancel it and select another till you get one you do want—there's no penalty for abandoning Felix leads.



### NOTE

You can have only one supplier active at a time, so it doesn't generally make sense to do multiple Felix leads in a row unless you're doing them for (relatively) easy rep.



### Assassination Runs



This could entail taking out gang members, government agents, or any number of other shady types as a favor for a contact. You typically first speak to the contact to start the mission (sometimes these contacts are under draconian time limits so be nearby when accepting or you'll waste a lot of time trying to reach him and have nothing to show for it) and, from there, you're assigned a group of people to eliminate. Now, the trick here is that:

1. They typically won't all be in one spot (though they can be, on rare occasions) so you must go to multiple sites to take out a handful of foes at each location.
2. There are excellent odds (especially when dealing with gang hits) that you'll end up having to wipe out an entire gang nest (see gangs for more info) just to knock off three or four guys. You can tell this is the case when your mini-map lights up with far more dots than you are contracted to ace.
3. If a time limit is involved, take out the primary targets first *before* trying to eliminate any additional interlopers (this includes any wayward LEOs).

The other tricky component of missions such as this is that they don't generally occur in shady back alleys. This means that, on many occasions, you'll find Tony, in broad daylight, littering the street with small (and, later in the game, large) arms fire.

This, naturally, means massive visibility and heat issues (from both gangs and cops). The key is to get in, kill who you have to kill, and get out. If you stumble into a gang nest, now is not the time to have it out with them—just make a note and come back and wax them after the heat's died down and, more importantly, after your Felix lead is complete.

Beyond that, it's pretty cut and dried:

1. Follow the yellow map markers, roll up, and mow down the offending target(s).
2. Get back in your car and proceed to the next map marker.
3. Wash, rinse, repeat (as necessary).

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## Dis Is How De Game Is Played, Meng

**NOTE** Sometimes you accomplish the initial mission objective (say, kill 10 out of 10 gang members) only to have a secondary objective tacked on out of the blue. You *must* complete this objective as well to clear the mission. This usually amounts to chasing down and killing more thugs.



Sometimes you find that you have to return to the person who gave you the mission. Do so and you'll be rewarded with a nice new supplier so that you can start earning some cash instead of playing footsie with random lowlifes. (Tony prefers dealing with more profitable lowlifes such as drug dealers and their bottom-feeding kin.)

### Protection Runs



Protection runs sound pretty straightforward (and they are). The goal on these missions is to protect someone from an untimely demise. This, oddly enough, generally takes the form of a Mac 10-toting woman (and, in most cases, a prostitute) trying to fend off a gang of bloodthirsty misanthropes armed with everything from chainsaws to high-powered automatic weapons. The actual progression of events goes something like this:

1. Get the lead and meet the contact for the mission assignment. Sometimes, however, you don't have to meet anyone so simply skip to step 2.
2. Once you've received it, follow the mission marker to the defender's position and get out of your car.
3. Staying close to the person you need to protect, keep an eye on your mini-map and rotate around, lock-on button held down, and acquire targets as they come within range.
4. Mow them down mercilessly. Pay special attention to chainsaw wielders as they can mow down the person you're supposed to be protecting quite quickly.
5. Keep an eye on the time limit. Once it's up, any remaining foes hightail it. It's inadvisable to chase them.
6. Once it's all clear, return to the initial contact, claim your reward, and complete the mission.

**NOTE** In addition to the protection part of the mission, the mission start is often timed (as in you'll be given two minutes to reach the contact just so you can pick up the mission). Again, be *near* the lead before taking it, just in case.



The good news is that, on the whole, these missions are pretty easy. You usually have a henchmen and the person under siege also shooting, so you don't have to worry about being overwhelmed. You also don't have to worry about being killed, because the attackers focus on the person you're supposed to save.

**NOTE** There is a variation on the protection template. You accept the mission and are instantly attacked by waves of enemies. In this case, there's only one person to defend: yourself!



### Delivery Runs



These can take place on land or water and are fairly straightforward. The basic gist is that someone has a package (or series of packages) that needs to be delivered at key spots in Miami. You're given a vehicle (and usually not a very good one) to make your run. This isn't like delivering pizza—you encounter all sorts of gang action as you try to maneuver your '73 station wagon through coked up gang bangers who want what you're carrying and (unfortunately) consider killing Tony a necessary (and entirely fun) part of the job. There's also a car theft variation on this theme, where you steal car and deliver it to a designated spot.

#### Follow these tips:

- Use shortcuts: Use all shortcuts (via alleys for auto-based deliveries or weaving between boats, over sandbars, etc. for water-based runs). Your enemies don't deal very well when you go off the beaten track, so use this to your advantage.
- Depending on how well-armed you are, you *might* consider getting out and blowing away your pursuers. But your foes are extremely aggressive and they *will* attempt to run you down if you get out of the car or if you slow down and/or stop to deal with them from within your vehicle (also remember that you're usually driving a less-than-sturdy vehicle). Unless you have some of the Reputation Level 4 and up weapons, this is probably not your best move.
- On the water, keep a keen eye out for Coast Guard vessels—they generally aren't terribly fond of people of Tony's disposition.

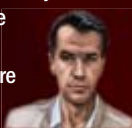
A basic delivery run would look like this:

1. Receive the lead then head out to meet the contact.
2. Get the mission underway by heading for the car or boat set aside on the map for your run.
3. At this point you'll know precisely how many drops you have to make before satisfying the mission requirements. Head around the map and drive over the hotspots marked on the map to dispose of some of your contraband, then repeat until this is done.
4. As is the case with other missions, you'll find that cops and coke heads aren't going to make life easy. So watch your back!
5. After you've made your last drop off, return the borrowed ride to its designated spot.
6. Return to the contact to complete the mission/receive your reward.



## CAUTION

Make certain you are in the general vicinity of a Felix lead when you undertake it. Because many of them are timed, you may find it impossible to get to where you need to go in the amount allotted. And, yes, the floatplane and limo are disabled for these runs, so no luck there.



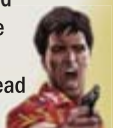
### Muscle Runs



As the title may imply, you have to rough up someone (or a group of someones) for a contact. For these runs you do *not* employ firearms (regardless of how much you might want to) as it ends in immediate mission failure if you overdo it and kill the target.

## TIP

If you're very careful with some of the lower-powered weapons, you can actually take *one* shot at a target and end the sequence immediately. That said, experiment with this at your own risk: A little too much "eagerness" on Tony's part and the lead is hosed.



A muscle run goes like this:

1. You get the lead and meet your contact, who assigns someone (or a group) who needs to be taught a lesson and/or scared—but not killed!
2. You proceed to the hotspot where the victim is located and administer the thrashing. Pay special attention to the life bar at the screen's top right—if you deplete it, you've lost the mission.
3. As you get the target down to about one-tenth total health, a message flashes on-screen stating that the target has had enough. **STOP** beating on him immediately as it's likely that one more punch will do him in and blow the lead.
4. Depending on the situation, you may have to take out only one person, but that person has friends. Focus on taking out the one person in question and the rest will leave you alone.
5. The one caveat is if you have to teach a gang leader a lesson. In that case, take out the gang bangers so they don't kill you in the process. Just don't take out the target while you're hosing the area down with hot lead (needless to say, indiscriminate use of high explosives is frowned upon in these scenarios).
6. Once the target has been sufficiently "motivated" to cease doing whatever he was doing, return to the contact to collect your reward.



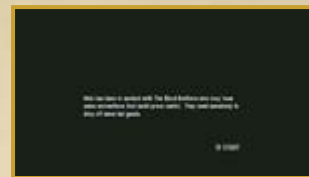
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Make sure you have these templates dialed in because you'll be doing these runs the entire game. Once you get the basics down, you should have little trouble.

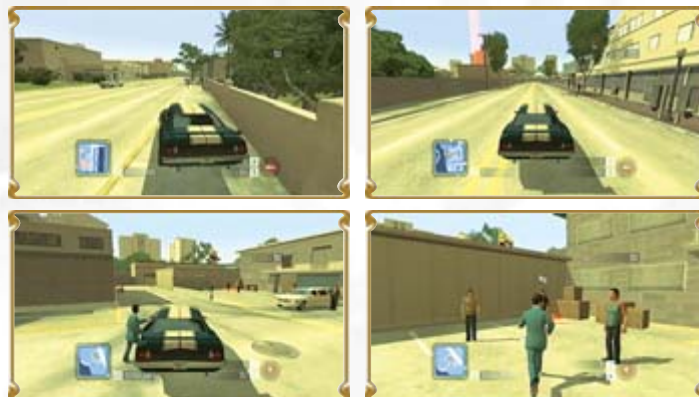
## Felix Turf Leads

As the game progresses, Felix leads start to come in two flavors: original (that you've now done many times) and turf. Felix turf leads operate *exactly* the same as Felix leads *except* that, instead of getting a supplier as a reward, you are given a percentage of turf in the borough you are currently working on (usually five percent). Other than that, the mission templates are precisely those of regular Felix leads and, in many cases, make for fairly easy accrual of territory—this saves you the headache of wiping out stacks of gangs in a borough.



*Turf: The easy way*

### Suppliers



Suppliers are the reward for completing Felix leads and are what Tony uses to build his vast cocaine empire. Early in the game you use suppliers earned by completing Felix leads. Later in the game, you need to venture to the islands south of Miami to feed his insatiable need for money—and the reputation it can buy—by completing Sandman leads.

Supplier missions, on the whole, are far more straight-forward than Felix leads, though that does *not* mean they are always easier—depending on your heat levels, you could find them incredibly difficult (this is especially true when smuggling is involved).

The amount of coke you can supply in a given deal is directly related to your reputation level and how far you've progressed in the game's myriad missions. For example, you can't even access the Reputation Level 3 suppliers till you have at least one storehouse for holding your vaster and vaster amounts of contraband:



## Dis Is How De Game Is Played, Meng

Rep Level	Supplier Size Max	Miami or Islands?
1	\$500	Miami
2	\$10,000	Miami
3	\$20,000	Miami*
4	\$50,000	Islands**
5	\$100,000	Islands**
6	\$250,000	Islands**

\* Must have a storehouse from this point forward.

\*\* Must head to the islands to complete deals of this size.

The higher your rep level, the larger the drug deals you can make. Tony's risk level goes up tremendously in the process, because smuggling incurs all manner of pitfalls and pirates (not to mention the US Coast Guard).

### Making the Deal



A supplier deal is a very basic process:

1. Secure a supplier by completing a Felix (or Sandman) lead.
2. Undertake a supplier mission from the Business menu of the SAT Phone.
3. Meet with the supplier and an assorted group of surly thugs.
4. Speak to the supplier.

At this point you've likely had little experience with the Intimidation meter. After initiating the conversation, you're presented with the meter and you must stop in the correct zone or you'll end up with one of several (not all favorable) results:



Good and bad results

If you biff the deal badly, you end up getting attacked by the supplier's troops. This is bad because they're generally surrounded by large numbers of miscreants looking for trouble. In these cases, you can always steal the nearest gang vehicle and make a quick getaway (it also doesn't hurt to run down a few of them while you're at it).

You can also manage varying degrees of success that result in you getting away with the coke at a better price.

Later in the game (on the larger suppliers) you have to deal with the supplier himself. If the heat is high, you first have to Intimidate one of his guards; if the heat is low, you only have to talk to the supplier. This makes the process extra-tricky because now you have to go through two layers of trouble to get your merchandise.

### Some general supplier rules:

- Keep your heat (see "Heat" section for more details) as low as possible. The chance of you getting out of these deals with product at high heat is very rare because your margin for error on the meter is practically nil.
- Attacking suppliers and stealing their drugs is not worth it—you won't get nearly the amount of coke you otherwise would and you risk death.
- If any harm comes to the supplier or his henchmen the deal will fail. This means that if you're engaged in a firefight (with a gang, for example) do *not* approach the supplier (this is especially important in the islands).
- Supplier deals can time out if you let them linger too long after completing a lead, so don't tarry!
- Don't approach suppliers with guns drawn unless you intend to kill them all, because that's what they'll attempt to do to you.
- Don't steal the supplier's car (you might find a few grams inside though) unless you're broke or have a death wish.

### Dealers



Getting paid

Dealers are the most immediate and lowest level way to earn cash in the game. First, of course, you have to have some product to sell—go back and check out the supplier section for more details on that—but, at least for early in the game, dealers are your primary source of revenue.

### NOTE

As the game progresses (sooner than you think) dealers become less and less necessary. In fact, by the time you have your first storehouse up and running (in Little Havana) you should be pretty much ready to graduate to distribution, cutting out the bottom-feeders completely.





## Seeing Double (and Triple, and Quadruple)



*You look awfully familiar...*

There are a limited number of characters acting as dealers. It's not uncommon for one dealer to be active in other parts of town at the same time. This is normal and these are the guys you should look out for when looking to drop some coke in small amounts.

Working with dealers is a necessary, early game "problem" because you simply have no other meaningful way to generate income. The good news is, dealing with them is a very basic and very easy way to make some money, especially after the somewhat difficult Felix leads and supplier runs:

1. Secure product from a supplier.
2. Find a dealer (white dots on your mini-map represent dealers).
3. Initiate a conversation.
4. As with other interactions of this type, use the Intimidation meter to cut yourself the best deal possible (or no deal at all if you fail).

That's about it. If you fail an intimidation check with a dealer badly, you may end up having to whack him, but you can avoid this by not trying to go whole hog on each attempt.

**TIP** Dealers can also be good if you have a lot of patience because they'll pay more per gram for coke than your fronts will. Still, it's a lot easier to dump 1,000 grams at a front rather than to sell it in 100 gram lots to dealers.



### Smuggling: Getting the Junk from Point A to Point \$\$\$

Once you start to access large suppliers, you'll find that there's more than just meeting with a supplier and making off with the goods. You can't just do the deal and unload it on the local dealers or at your various fronts because the amounts are too big. Now that you're dealing in keys, using dealers is far more tedious and time-consuming than it's worth. Basically, smuggling is another link in the chain, making things more complex and dangerous, but far more lucrative as well.

The basic smuggling process is pretty simple:

1. Meet with the supplier and do the deal.



2. Once you've completed the deal, take a car (or boat) and get your drugs to a storehouse—this is easier said than done.



3. Once you're en route, rival gangs are itching to take you out.



4. If you're coming from the islands, you have to deal with more than just errant cops and gang members: you need to cope with pirates and the Coast Guard!



5. All successful smuggling runs end with you arriving at your storehouse in one piece.



6. If you fail, you lose *all* the drugs you obtained and, likely, have perished in a rather impressive ball of fire.



Here are some important things to bear in mind:

- The more gang heat you have, the more difficult getting your drugs home will be.
- The more cop heat you have, the more difficult getting your drugs home will be.

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*Put out the fire: Keep your heat low!*

You want your gang heat low. If you've been keeping on top of it all along (and you should be) this will be of little concern. If you haven't, you're playing with fire (for more info, please see the "Heat" section).



*Sports cars are not good for smuggling!*

Your goal is to get back to a storehouse (any one will work, although you want to top off more lucrative areas first). Your goal is *not* to engage every troublemaker who crosses your path! They will be very aggressive in attempting to snuff you out, so pick a vehicle with solid armor, speed, and handling. Going overboard on any one attribute reduces your chances of surviving.

### Sun and Surf: Island Smuggling



*Pirates ahoy!*

It may sound odd but, in many cases, smuggling out of the islands may actually be easier than dealing with the always harried streets of Miami. For one thing, you can usually see the pirates a long way off. Then do what you should always do when faced with pirates and large amounts of contraband: avoid them!

When avoidance is not an option, you can attempt to out-run them. Your other option is sending them to Davy Jones's locker with on-board guns.

Avoidance is the best prescription for survival, even if it means taking a circuitous route back to Miami. Remember that you can break the barrier heading north pretty much anywhere and then work your way to a storehouse from there, so don't be picky.

### TIP

In addition to gangs and pirates, you need to deal with the law. They're just as unforgiving as your cutthroat "friends," unfortunately. If you get ambushed (especially in the water) make for the *nearest* storehouse: it may not be the best one, but at least you'll have something to show for it other than twisted metal and smoking flesh.



### Distribution



*Money, money, money, mooooney!*

Dealers? Small peanuts. Selling directly to fronts? Sure, if you're nothing but some petty small-timer thug. But distribution? That's where the *real* money is.

You won't get far in this game if you don't master the distribution aspect, because this is where the really big money is found. Sure, you could sell to dealers until you're blue in the face, but it would take dozens upon dozens (at least) of standard deals to equal a solid distribution job.

### NOTE

You cannot undertake distribution runs until you have conquered at least one storehouse (except for the one tied to the mission) and have unlocked at least one large supplier.





Your first distribution run occurs when you conquer your first storehouse in Little Havana (assuming, of course, that you can preserve at least some of the contraband while you're trying to take it over—see the walkthrough for more info). Basically, the run goes like this:

1. You arrive at a storehouse with coke to sell (which you acquired via your large suppliers).



2. You select a vehicle (always an automobile) that best fits the job. As with smuggling, you need something fast and well-armored, but not too much of either.



3. After heading out to the various fronts you own, you need to make pick-ups. These are depicted on your map as waypoints.



4. As you race from front to front, you attract bloodthirsty company.



5. Fending off rival gangs is similar to smuggling, but gangs tend to be more aggressive.



6. Unfortunately, it's during distribution runs that your fronts will likely come under attack. Visit the front in question to save it, or you risk losing it.



7. End a run at any time by running to a bank. You get whatever you managed to collect in dirty cash (immediately go inside and launder it).



Before embarking on a run, remember a few things:

1. You have to have your cop and gang heat under control. The higher your gang heat is, the more likely a front will be attacked and the more fiercely rival gangs will attempt to take you out.



2. The longer you're out there and the farther you travel, the more peril you are in (you'll be under constant duress and your car only has so much armor). So generally keep your runs within the neighborhood of the storehouse you're using. Crossing bridges to deliver to other boroughs is usually a bad idea!



3. Don't be greedy! We know, you think you can get just one more. But if you've already made a nice chunk of cash, call it a day (living to see tomorrow is a plus, too).



4. If you're getting gang-banged, you can occasionally lose them with creative use of alleys. This is also good for running down stray gang members on foot. Another method is to pay down gang heat during the run to help alleviate some of the pain.



5. Demand is key: Check the demand at a particular front before heading out, and be sure to hit the top two or three first, then think about hitting the rest.



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6. Income drops off over time, so consider whether the increased risk is really worth the reward (it usually isn't).



7. Do *not* leave your car during a distribution run! Not only does it put Tony in mortal danger, but if you travel too far from your car, the mission auto-fails.



8. And, finally, if you have damaged fronts, repair them before heading out: you can't collect from those that are less than 100 percent intact.



**NOTE** Find additional notes and strategies on post-storehouse mission distribution runs in the Walkthrough.



It boils down to this: once you can do these runs, your life consists of hooking up with large suppliers, smuggling, and then distributing the coke to the four boroughs of Miami. To that end, the developers at Radical and VU Games have come up with the king of distribution/smuggling runs (see sidebar).

### Macau Fast Food: The Gateway to the West

Due to Macau Fast Food's location in South Beach (Q-14) and its proximity to a bank and a dock, it makes a great deal of sense to set it as the best waypoint between Miami and the islands for all your smuggling and distribution ops—here's how it works:



*Open 24/7 for your coke-smuggling convenience*

**NOTE** This strategy was provided by Ryan French and the team at VU Games, and we can attest that it works like a charm!



1. You must have access to large island suppliers.
2. You must have 100 percent control of South Beach, including the storehouse.
3. You must own the limo and the floatplane.



*1. Take the floatplane to Black Sands and pay down all your gang heat (with gang heat low, you have higher probability of getting a 15 kilo large supplier).*



*2. Initiate a Sandman lead from the Black Sands dock and complete the mission.*



*3. Save at Nacho's Casino (very important in case things go awry!).*



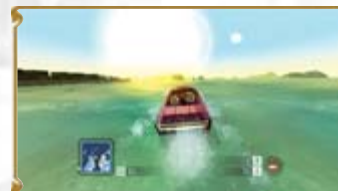
*4. Initiate the large supplier mission from inside the casino or just outside (make sure it's near the casino). This spawns the large supplier close by, down at the dock.*



*5. Successfully intimidate the large supplier, and take your shipment to Miami using the racing boat (speed is key on these runs). We generally took 15 kilo shipments to the North Beach or South Beach storehouses, and smaller shipments to Downtown or Little Havana. This way you maximize profit potential by making it to the biggest fronts in North Beach first on the biggest missions. We also always went to North Beach first, even from the South Beach storehouse, for the same reason.*



*6. Take the limo to Macau, save at the nearby bank, and take the floatplane back to Black Sands.*



*7. Repeat steps 1–6 until all storehouses are loaded. Remember to keep your gang heat down the whole time so you can fill up your storehouses faster.*



*8. Once all storehouses are full, do all four distribution missions back-to-back, saving in between each—after you have re-healed all your fronts. Don't bother paying gang heat down in between distribution runs as it piles up too fast at this point. For these runs, take the Pumah for its balanced stats between raw speed, handling, and armor rating.*





9. At this point all distribution missions are done: pay your gang heat back down to 0.



10. You can now restart at #1 or go purchase a whole turf with the spoils!

## Gangs, Fronts, and You: Taking Over Turf



*This is MY town!*

The heart of the meta-game is conquering and controlling turf in the four Miami boroughs. The process of conquering and manipulating that turf is what makes the game tick and what binds the meta-game to the mission-based aspect, as you perform actual missions to fronts and storehouses which, in turn, let you earn vastly more capital.

### Fronts and Storehouses



*Putting up a front*

Why do you need fronts and storehouses? The short answer is that you can't actually beat the main part of the Mission mode without conquering every part of the four boroughs, and this means taking control (at least once) of every front and each storehouse in the game.

The longer answer is that capturing them allows you to amass serious cash. With more cash come more exotics and, therefore, more reputation which, in turn, keeps things moving forward at a brisk pace.

Though we've already touched on much of what makes fronts and storehouses important in the distribution section (the heart of the financial side of the game), here we provide more detailed info on each front and storehouse:

### NOTE

The mission required to unlock each front is based on reputation level and completion of the initial mission that's named after the front or storehouse in question (see the walkthrough for more information).



#### LITTLE HAVANA



*Pedro's Pawn Shop: MAP ICON #1*

Rep Level: 1

Cost: \$55,000

Reputation: 12,000



*Cabana Cigar: MAP ICON #2*

Rep Level: 2

Cost: \$75,000

Reputation: 10,000



*Oakley Drive-In: MAP ICON #3*

Rep Level: 2

Cost: \$100,000

Reputation: 20,000



*Havana Storehouse: MAP ICON #4*

Rep Level: 3

Cost: \$300,000 (total of all fronts)

Reputation: 100,000

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## DOWNTOWN



*O'Grady's Liquor: MAP ICON #5*

Rep Level: 3      Cost: \$120,000      Reputation: 45,000



*Fidel's Records: MAP ICON #6*

Rep Level: 3      Cost: \$160,000      Reputation: 75,000



*U-Gin Shotgun Bar: MAP ICON #7*

Rep Level: 3      Cost: \$80,000      Reputation: 40,000



*Babylon Club: MAP ICON #8*

Rep Level: 3      Cost: \$1,000,000      Reputation: 600,000



*Marina Storage: MAP ICON #9*

Rep Level: 4      Cost: \$1,360,000 (total of all fronts)      Reputation: 150,000

## SOUTH BEACH



*Macau Fast Food: MAP ICON #10*

Rep Level: 4      Cost: \$220,000      Reputation: 20,000



*Chi Peso Trattoria: MAP ICON #11*

Rep Level: 4      Cost: \$2,000,000      Reputation: 80,000



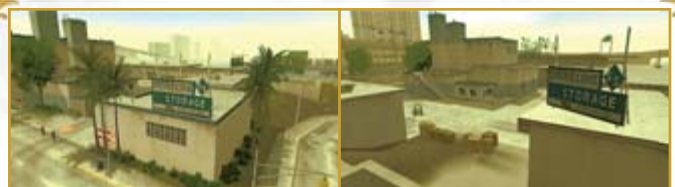
*Swansong Hotel: MAP ICON #12*

Rep Level: 4      Cost: \$5,000,000      Reputation: 100,000



*Sun Ray Hotel: MAP ICON #13*

Rep Level: 4      Cost: \$5,000,000      Reputation: 120,000



*Shoreline Storage: MAP ICON #14*

Rep Level: 5      Cost: \$12,200,000 (total of all fronts)      Reputation: 500,000



## NORTH BEACH



*Angel Dust Donuts: MAP ICON #15*

Rep Level: 7

Cost: \$200,000

Reputation: 25,000



*Whippet Gambling: MAP ICON #16*

Rep Level: 7

Cost: \$1,000,000

Reputation: 100,000



*Peninsula Lounge: MAP ICON #17*

Rep Level: 7

Cost: \$5,000,000

Reputation: 175,000



*Stein Jewelry: MAP ICON #18*

Rep Level: 7

Cost: \$6,000,000

Reputation: 200,000



*Coco's Lounge: MAP ICON #19*

Rep Level: 7

Cost: \$5,000,000

Reputation: 300,000



*Leopard Storage: MAP ICON #20*

Rep Level: 7

Cost: 17,000,000 (total of all fronts)

Reputation: 750,000



**NOTE** Though each borough's fronts cost successively more, the rate of return on selling directly to them as well as distribution missions is better. From less to more lucrative, the order is Little Havana, Downtown, South Beach, North Beach.



### Keeping Business Humming: Maintaining Fronts



*Security is always a good idea.*

Once you have bought a front and are selling to it (or making distribution runs to it), it requires upkeep. The rival gangs aren't terribly fond of your fronts and will attempt to destroy them. Babysitting them 24/7 isn't really an option, so equip them with security cams and guards.

**NOTE** Gang attacks on fronts are generally dictated by your gang heat level. Keep this down to minimize the chance that your fronts will be assaulted (see the "Heat" section for more details).

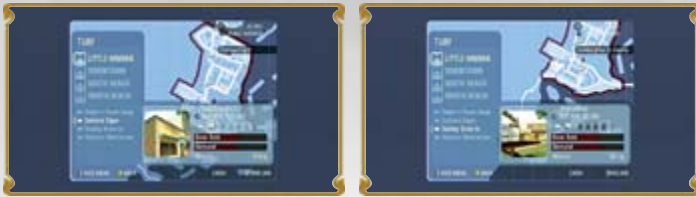


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## Dis Is How De Game Is Played, Meng



*Security is worth every penny.*

Access your Turf menu and then select a particular front, and you can purchase these upgrades. Cameras add to the length of time you can safely ignore escalating heat levels while the guards, obviously, help fend off assaults. Don't expect your hirelings to do all the work. If a front is attacked, get over there and defend it.

You can let a front fall victim to attacks and lose control of it totally if you don't mind the potential resultant loss of income on distribution runs, not to mention the money you must spend getting a front back up to full strength after an attack, which impacts your earnings potential.

Once you own a storehouse, it's yours forever.

### TIP

We generally recommend that you maintain control of all fronts because this makes it easier to accrue maximum cash.

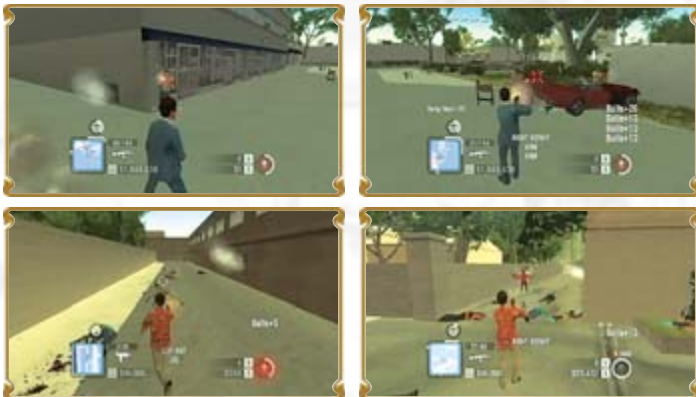


### NOTE

Losing a front does not result in a loss of the turf itself. You simply lose the ability to sell at any front that you no longer control. Depending on how you play, you could, theoretically, run your entire business out of just North Beach (or some other borough) though the rewards won't be as great.



### Taking Turf One Tough at a Time: Gangs



*Gang Warfare*

### TIP

Once you unlock the enforcer in the Henchmen menu under Exotics, use him to wipe out gang nests (see "Henchmen" section for more details).



Once you take over all the fronts on a given turf, there will still be a large percentage you do not own. To get that remaining turf, you need to seek out and destroy the gangs that infest Miami, one group at a time.

As you gradually clear out nests, some eventually return. They fit into the following criteria:

1. They are not represented by a skull icon on your in-game mini-map.
2. They reside in locked areas: the trailer park and industrial area.
3. They are gangs/pirate nests found in the islands.

For the remaining gangs, you need to take out a certain percentage of them (based on their make-up) to satisfy enough turf percentage beyond what the fronts and storehouses provide. The storehouses always account for the last 10 percent of turf, so once you get to 90 percent turf you can technically finish a particular borough.

Why bother taking out more than the minimum number of gangs required? Here are a few reasons:

1. You earn more bonus Balls for each one slain.
2. It's very easy to max out your Rage meter on gangs as long as your gang heat is low.
3. You're rewarded with money and drugs for each one whacked, in addition to what you can collect while doing the weeding.
4. Each gang slain reduces your gang heat by a certain amount.



*Exterminating nests one "roach" at a time*

Gangs are grouped into 95 discrete "nests" on the Miami section of the map, and each gang is illustrated with a skull icon. Clearing out these nests nets you Balls, reputation, and reductions in gang heat, and provides an easy way to max out your Rage meter (if gang heat is relatively low). Most importantly, however, they score you a percentage of turf. Each of these rewards is broken down by borough in the following tables:

#### LITTLE HAVANA GANGS

Gang	Cash and Drug Reward	Balls Bonus	Turf Bonus	Gang Heat Reduction
Diaz's Gangs	\$5,000–\$30,000, 15% chance of 50–200 grams coke	1,000–2,000 Balls	3–4%	-300 to -500
Diaz's Soldiers	\$40,000–\$90,000, 25% chance of 50–200 grams coke	5,000 Balls	5%	-800
Diaz's Mercenaries	\$40,000–\$90,000, 25% chance of 50–200 grams coke	10,000 Balls	7%	-1,000



### DOWNTOWN GANGS

Gang	Cash and Drug Reward	Balls Bonus	Turf Bonus	Gang Heat Reduction
Nacho's Gangs	\$10,000–\$80,000, 15% chance of 100–1,000 grams coke	1,000–2,000 Balls	3–4%	-300 to -500
Nacho's Soldiers	\$10,000–\$80,000, 15% chance of 100–1,000 grams coke	5,000 Balls	5%	-500
Nacho's Mercenaries	\$90,000–\$500,000, 30% chance of 200–2,000 grams coke	10,000 Balls	7%	-1,000
Nacho's Elite	\$90,000–\$500,000, 30% chance of 200–2,000 grams coke	20,000 Balls	10% Turf Ownership	-1,250

### SOUTH BEACH GANGS

Gang	Cash and Drug Reward	Balls Bonus	Turf Bonus	Gang Heat Reduction
Gaspar's Gangs	\$70,000–\$500,000, 35% chance of 200–2,000 grams coke	1,000–2,000 Balls	3–4% Turf Ownership	-300 to -500
Gaspar's Soldiers	\$70,000–\$500,000, 35% chance of 200–2,000 grams coke	5,000 Balls	5% Turf Ownership	-500
Gaspar's Mercenaries	\$200,000–\$2,000,000, 35% chance of 400–4,000 grams coke	10,000 Balls	7% Turf Ownership	-1,000
Gaspar's Elite	\$200,000–\$2,000,000, 35% chance of 400–4,000 grams coke	20,000 Balls	10% Turf Ownership	-1,250

### NORTH BEACH GANGS

Gang	Cash and Drug Reward	Balls Bonus	Turf Bonus	Gang Heat Reduction
Gaspar's Gangs	\$80,000–\$700,000, 40% chance of 700–3,500 grams coke	1,000–2,000 Balls	3–4% Turf Ownership	-300 to -500
Gaspar's Soldiers	\$80,000–\$700,000, 40% chance of 700–3,500 grams coke	5,000 Balls	5% Turf Ownership	-500
Gaspar's	\$500,000–\$5,000,000, 50% chance of 1,500–5,000 grams coke	10,000 Balls	7% Turf Ownership	-1,000
Gaspar's Elite	\$500,000–\$5,000,000, 50% chance of 1,500–5,000 grams coke	20,000 Balls	10% Turf Ownership	-1,250

## How Many Are There? Gang Heat and You

Each locked gang (that is, gangs in the industrial area or trailer park) yield the following rewards:

At all Reputation Levels: 500 Balls

At Reputation Levels 0–2: \$500–\$5,000; 5 percent chance of 8–50 grams coke

At Reputation Levels 3–5: \$2,000–\$20,000; 20 percent chance of 30–100 grams coke

At Reputation Levels 6–8: \$5,000–\$50,000; 40 percent chance of 50–200 grams coke

For pirate nests (that is gangs on the open water in the Islands):

At all Reputation Levels: 500 Balls

At Reputation Levels 0–2: \$20,000–\$80,000; 50 percent chance of 100–500 grams coke

At Reputation Levels 3–5: \$30,000–\$100,000; 70 percent chance of 200–900 grams coke

At Reputation Levels 6–8: \$50,000–\$200,000; 70 percent chance of 300–1,500 grams coke

### GANG HEAT: NUMBERS OF MEMBERS



Gang Type	0–1,000	1,001–2,000	2,001–4,000	4,001–6,000	6,001–8,000	8,001–10,000
Gang	7–12	8–13	10–15	13–18	15–20	19–24
Soldiers	17–19	18–20	20–22	23–25	25–27	29–31
Mercenaries	21–23	22–24	24–26	27–29	29–31	33–35
Elite	26–28	27–29	29–31	32–34	34–36	38–40



## Dis Is How De Game Is Played, Meng

Peruse this handy table to know exactly how much resistance you're likely to face at any given moment by cross-referencing the gang type (gang, soldiers, mercenaries, elite) with the current heat level. Use this to know whether you have a reasonable chance of coming out of the confrontation alive.

### Gang Make-Up



*It takes all types*

Gangs are composed of one of four different types of members: gangs, soldiers, mercenaries, and elites. Each successive group is larger and carries increasingly heavy weapons, so check the gang chart to see the make-up of a given gang before charging in.

### NOTE

In any group with a leader, if you slay that leader, any surviving members run for the hills. If you don't get them all, you won't get credit for taking out them out and they'll be back, in full force, later on.



### The Gang Map





This map and the numbers on it correspond directly to all the gangs in the Miami area (the Islands don't count towards the total), where they are located, what type they are (Gang, Soldiers, etc.) and any special properties they have (could be whether or not they have water support or have a leader.)

**NOTE** Bear in mind that, in-game, skull icons only refer to unlocked gangs, that is, gangs that can be permanently eliminated from the map but you will need to take out *every* one at least once to actually 'win' the game 100%.



#### GANGS AND SPECIAL PROPERTIES

Gang #	Turf	Type	Special Properties
1	LH	Mercenaries	Leader
2	LH	Gang	—
3	LH	Gang	Leader
4	LH	Gang	—
5	LH	Gang	—
6	LH	Gang	—
7	LH	Gang	—
8	LH	Gang	—
9	LH	Gang	—
10	LH	Gang	—
11	LH	Gang	—
12	LH	Gang	—
13	LH	Gang	—
14	LH	Gang	—
15	LH	Gang	—
16	LH	Soldiers	Attack Boat
17	LH	Gang	—
18	LH	Soldiers	—
19	LH	Gang	Attack Boat
20	LH	Soldiers	Leader
21	LH	Gang	—
22	DT	Mercenaries	Surprise Attack Boat
23	DT	Gang	Surprise Attack Boat

Gang #	Turf	Type	Special Properties
24	DT	Gang	Leader
25	DT	Gang	—
26	DT	Gang	—
27	DT	Gang	Leader
28	DT	Gang	2 Jeeps
29	DT	Mercenaries	—
30	DT	Mercenaries	Leader
31	DT	Gang	—
32	DT	Soldiers	—
33	DT	Gang	—
34	DT	Gang	Attack Boat
35	DT	Gang	—
36	DT	Mercenaries	—
37	DT	Gang	—
38	DT	Elite	Leader
39	DT	Soldiers	—
40	DT	Gang	—
41	DT	Gang	Attack Boat
42	DT	Mercenaries	—
43	DT	Gang	—
44	DT	Gang	—
45	DT	Gang	Attack Boat
46	IND	Gang	—
47	IND	Gang	—
48	IND	Gang	—
49	IND	Mercenaries	—
50	IND	Soldiers	—
51	IND	Gang	—
52	IND	Soldiers	—
53	IND	Soldiers	—
54	NB	Mercenaries	Leader
55	NB	Soldiers	—
56	NB	Soldiers	—
57	NB	Gang	Attack Boat
58	NB	Gang	—
59	NB	Gang	—
60	NB	Soldiers	—
61	NB	Mercenaries	—
62	NB	Elite	Leader
63	NB	Gang	—
64	NB	Gang	Attack Boat
65	NB	Gang	Leader

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## Dis Is How De Game Is Played, Meng

**(NOTE)** There is no such thing as cop heat in the islands, because this lawless abode is the domain of the Sandman. You still need to deal with gangs.



Heat is what keeps Tony honest. It keeps you, the player, from turning the city and its surroundings into a war zone. As you perform nefarious acts or take on the numerous gangs throughout the city in a bid to wipe them out, you incur a penalty in the form of heat for each “infraction.”



*The heat meters*

This penalty accrues on the Gang Heat meter—the higher the meter, the more difficult it will become to perform all sorts of basic, criminal tasks. The same goes for cop heat, but you have the additional tracking mechanism of the Visibility meter.

### Ganging Up: Gangs and Keeping the Heat Down

Causes of increased gang heat include:

1. Unsuccessfully attempting to take out a gang nest.
2. Blowing deals with suppliers, dealers, etc.
3. Blowing up suppliers, dealers, etc.
4. Failing an intimidation check against gang members.
5. Fighting off gangs while trying to do distribution and smuggling runs.

**(NOTE)** Generally the fifth reason is where you end up accruing the most heat.



Except for the fifth reason, you have pretty good control over whether your gang heat rises. You're likely to see a steady ebb and flow (mainly flow, though) in your overall gang heat level. Think of this as a cost of doing business. You will ultimately accrue huge amounts of gang heat.



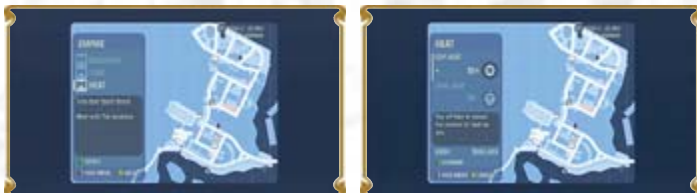
*The enforcer kills gangs dead.*

How do you reduce gang heat? Here are some ways:

1. Take control of more turf: either by owning fronts and storehouses or exterminating gang nests *completely* (no members in a given nest escape—see the “Gangs” section under “Turf” for more details).
2. Successfully complete deals with dealers, suppliers, etc.
3. Successful intimidations against gang members lowers your heat to some degree—right before you turn around and blow them away. (See the tip.)
4. Pay it off (more on this in a moment).

Gang #	Turf	Type	Special Properties
66	NB	Gang	—
67	NB	Soldiers	Leader, Attack Boat
68	NB	Soldiers	—
69	NB	Soldiers	—
70	NB	Mercenaries	—
71	NB	Gang	Leader
72	NB	Gang	—
73	NB	Soldiers	—
74	NB	Gang	Attack Boat
75	NB	Soldiers	—
76	NB	Soldiers	—
77	NB	Mercenaries	—
78	NB	Soldiers	Leader
79	NB	Gang	—
80	NB	Gang	—
81	SB	Gang	Attack Boat
82	SB	Mercenaries	Leader
83	SB	Mercenaries	—
84	SB	Soldiers	—
85	SB	Mercenaries	—
86	SB	Mercenaries	Leader
87	SB	Soldiers	—
88	SB	Gang	—
89	SB	Gang	—
90	SB	Mercenaries	—
91	SB	Elite	Leader
92	SB	Gang	Attack Boat
93	SB	Gang	—
94	TP	Gang	—
95	TP	Elite	Attack Boat

## Heat



*The heat is on*

Two small meters (one a skull and one a badge) are on the lower part of your display, just above your mini-map. These two icons represent the current “interest” level of local law enforcement as well as the numerous gangs (see the “Gangs” section for more info).



**TIP** Because there's always the potential for a gang hit to go bad (if you're using Tony), try to intimidate gang members before-hand. That way you have a buffer if you decide to eliminate that gang nest and fail. The increase in post-attempted hit heat is offset somewhat by the intimidation.



Consequences of high gang heat include:

1. The size of the suppliers you get from leads will be smaller, necessitating more runs and, thus, potentially *more* heat.
2. You may have to do two-tier deals with suppliers where you need to intimidate both the supplier and his guards before walking away with your stash. This can lead to a downward spiral in heat accrual if you then fail one part of the deal.
3. Gangs are more likely to attack on sight rather than waiting for you to make the first move.
4. Not only do they launch strikes on Tony, but if your heat is high enough, they'll also attack your fronts! This reduces their profits and forces you to spend cash to rebuild them (see the "Fronts and Storehouses" section under "Turf" for more info on this).
4. There will be fewer dealers around and the amount of money you get from each deal will be diminished.
5. Distribution deals are a lot harder to complete without massive gang interference, scaling up with the amount of heat you have.

Essentially it all boils down to this: **The higher your gang heat level, the more severe the consequences.** Be sure to deal with it before it deals with you!

**NOTE** Find additional info on the consequences of gang heat in the "Gang" section under "Turf."



### Visibility: Cop Heat and You



*Born under a bad sign: LEOs on patrol*

Cop heat is the *other* form of heat. You have to manage it independently of gang heat, although there is some degree of interplay between the two. Cop heat increases when you make yourself a bit too visible for the taste of the local Miami constabulary.



*Safe: Mild visibility*



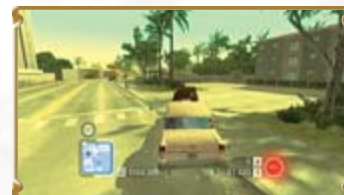
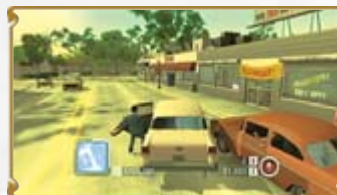
*Danger! High visibility*



*You're F—ked! Game over, man, game over*

Unlike gang heat, no single event increases your cop heat to dramatic levels. There is a precise cause and effect involved, and you must first raise your visibility high enough for the LEOs (law enforcement officers) to take an interest in you. This is tracked in your screen's lower left corner, via

the frame around the mini-map. As you cruise around town, running down pedestrians, knocking over lampposts, smashing into other cars, etc., the frame gradually fills up with white. Once you reach a tipping point (about one quarter of the meter) the cops come looking for you.



*Increasing visibility one traffic violation at a time*

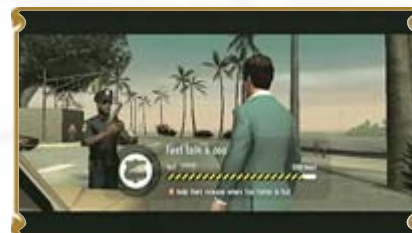
Here are some actions that increase visibility:

1. Run over pedestrians.
2. Run around the main streets (not alleys) with your gun drawn.
3. Engage in gun battles out in the open (this could be against gangs, during distribution runs, etc.).
4. Steal cars, knock over lampposts, and so on.

**NOTE** Actions that result in the death of innocents increase your visibility at a much higher rate, so watch where/how you're driving as well as who you're shooting.



If you find yourself cornered by a pair of squad cars, *immediately* put away your weapons and attempt to fast talk the cop out of taking all your drugs and dirty cash. Do this using the standard Intimidation meter mechanic.



*Move those lips faster!*

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Consequences of increasing cop heat include:

1. The Visibility meter around the mini-map starts to fill up white.
2. As you reach the tipping point, the cops show up. If they don't get close enough to you, you can circumvent the next step by making a quick getaway, as long as you haven't reached hot pursuit levels of visibility.
3. If you put away your weapon quickly enough, you can fast talk them by approaching the cop and completing a successful intimidation using the Intimidation meter. You lose weapons and dirty cash if you fail. Cop heat drops if you are successful.
4. If you don't fast talk them and the Visibility meter fills up with white all the way, you have to escape the cops by driving out of the red circle represented on the mini-map. If you slay innocents indiscriminately and engage in high speed shoot-outs, you will move right past the part where you can escape via an Intimidation check.
5. If you don't escape the cops before the flashing bar fills up the meter, a message pops up saying "You're F—ked" and you have to battle it out with the cops. Game over.



### CAUTION!

If you have high cop heat, your Visibility meter fills up faster, making it virtually impossible to litter without attracting unwanted attention at higher levels.



### Paying Heat Down



*Money talks*

The surest way to reduce heat (of both varieties) is to pay heat down in your SAT Phone menu. This is pretty easy:

1. Enter SAT Phone menu.
2. Choose the Empire option, then select "Heat".
3. Add money to reduce a corresponding amount of heat.
4. Confirm.
5. Bye-bye heat.

Of course this can end up being quite costly, but as long as you're steadily earning cash, you shouldn't have too much trouble keeping this under control. If you have really bad luck, you may need to operate under threat for more time than you might prefer.

### Fun and Games



In addition to all manner of mayhem and law-breaking trouble, Tony also has several other diversions available. These range from dressing up his mansion in all the tacky loot he's managed to acquire to gambling away all his earnings in various games of chance ranging from slot machines to, yes, cockfighting.





## Pimp My Mansion

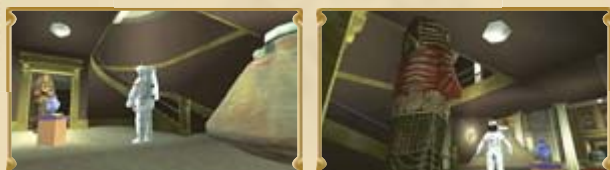


*"It's not 'lucky,' it's 'chic.'"*

So you've been working through your exotics catalog, purchasing all the tasteful (and not-so-tasteful) wares on offer. But that then raises the question: besides upgrading Tony's reputation, what exactly am I supposed to do with all this stuff (other than start a home for wayward antiques and things that most pre-teens might find cool)?

The answer, of course, is to Pimp My Mansion, a minigame wherein you, as superstar interior decorator Tony Montana, seek to transform one dilapidated, bombed-out mansion into a castle fit for a Miami drug kingpin and babe magnet of enormous proportions.

That being said, this has no effect on the overall meta-game or mission structure and is here solely so you may display all of the wares you've managed to earn with Tony's ever-so-filthy lucre. Some of the things you can do:



*"One small step for man, one giant sarcophagus for all mankind."*

- Recreate an Egyptian tomb with King Tut's Sarcophagus and have the Apollo astronauts discover it! With a special guest appearance by Gina's Remains!



*"Give me a pizza with extra entrails and plenty of tripe—and swallow my blade, knave!"*

- Recreate the epic battles fought in times of yore between Ghengis Khan and the assembled forces of the Pizza Man and his horde of Pizza-teers!



*"Wow, that's a lot of stuff."*

- Or simply pile it all into one giant room and label it the greatest work of art the 20th (and 21st!) century has ever seen!



Now you can't actually start pimping until you've at least performed the most basic renovation in the Mansion sub-menu (under Exotics). From there, merely stand near Tony's desk and you can then choose from all the items you've assembled thus far. Simply select an item and place it anywhere in the mansion you deem worthy to be "jazzed" up by Tony's unique sense of style. One thing, though: we don't recommend that you let Sosa (or Sandman and Felix, for that matter) get a look at what you're up to in there—they may not want to work with a guy with a flair for the...freakish.

### **NOTE**

The following table lists all of the exotics and cheap stuff that will ultimately be available to Tony, with the sub-menus you'll find them under.



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**Key**

U: Unique Collectibles

M: Mansion Upgrades

F: Furniture

D: Décor

**REP 1**

Item	Cost
M: Renovate	\$25,000
U: Manny's Remains	\$8,000
F: Liquor Cabinet	\$7,000
F: Comfy Chair	\$2,000
F: Cigar Stand	\$4,000
F: Jukebox	\$3,000
D: Stuffed Pelican	\$700
D: Bong	\$2,000

**REP 2**

Item	Cost
U: Gina's Remains	\$8,000
F: Projection TV	\$55,000
F: Vending Machine	\$2,500
F: Liquor Display	\$4,500
D: Stuffed Tiger	\$24,500
D: Exotic Fern	\$500
D: Vintage Wine	\$8,000

**REP 3**

Item	Cost
M: Modern	\$400,000
U: Modern Art	\$147,000
F: Antique Comfy Chair	\$41,000
F: Drink Machine	\$2,000
F: Beer Cooler	\$1,000
D: Marble Statue	\$10,000
D: Tropical Plant	\$3,000

**REP 4**

Item	Cost
U: Authentic Spacesuit	\$1,000,000
F: Grand Piano	\$120,000
F: Humidor	\$80,000
F: Phone Booth	\$2,000
F: Marble Bench	\$15,000
D: Bronze Bust	\$15,000
D: Pizza Man	\$4,000

**REP 5**

Item	Cost
M: Eclectic	\$400,000
U: Inca Gold	\$1,600,000
U: Ghengis Khan's Armor	\$2,000,000
F: Hardwood Chair	\$35,000
F: Slot Machine	\$6,000
D: Solid Gold Pelican	\$120,000
D: Giant Liquor Bottle	\$85,000
D: Flowers	\$1,000

**REP 6**

Item	Cost
U: Easter Island Head	\$16,000,000
U: Apollo Space Capsule	\$20,000,000
F: Chaise Lounge	\$450,000
F: Video Poker	\$8,000
D: Cognac Fountain	\$300,000
D: Solid Gold Bust	\$1,000,000
D: Exotic Palm	\$11,000

**REP 7**

Item	Cost
U: King Tut's Sarcophagus	\$28,000,000
U: The Liberty Bell	\$22,000,000
U: The Faith Diamond	\$18,000,000
D: Genuine Ming Vase	\$1,000,000
D: Inca Mummy	\$450,000
D: Solid Gold Tiger	\$3,000,000

**CHEAP STUFF (NO REP LEVEL REQUIRED)**

Item	Cost
Cardboard Box	\$2
Milk Crate	\$5
Cheap TV	\$150
Washing Machine	\$250
Dumpster	\$2,000
Explosive Barrel	\$500
Porta-Potty	\$1,200



## Gambling



*So many ways to lose your money.*

You'll find ample time to engage in leisure activities that have little to do with the main game plot (or, on the whole, the meta-game). In addition to decorating the mansion, you can blow your hard-earned cash on nontangible things to win more cash. That's right: full-fledged gambling of all sorts awaits Tony's itchy gambling digits.

**NOTE** The three primary places to gamble are Whippet Gambling in North Beach, Black Sands Casino in the Islands, and Babylon Club in Downtown. Black Sands Casino is the only place to engage in cockfights and steel cage match wagering and there is also a bloodsport cage in the trailer park. You'll also find random video poker machines scattered throughout Miami and the Islands for those moments during high-stakes gun battles when you just *need* to feed the machine.



**CAUTION** Gambling is *no* substitute for hard work such as smuggling and distribution, so don't treat it as such. If you do, you're likely to find yourself "busted" in no time flat.



### Slots

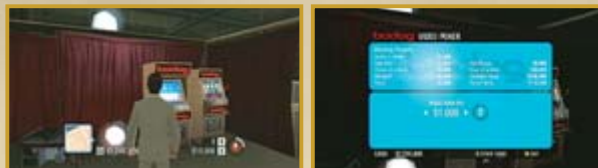
Honestly, it's a slot machine. Going mano-a-mano with the one-armed bandit is a good way to do one thing: lose money. Your dough is better spent on video poker or on the fights to the death at the casino.



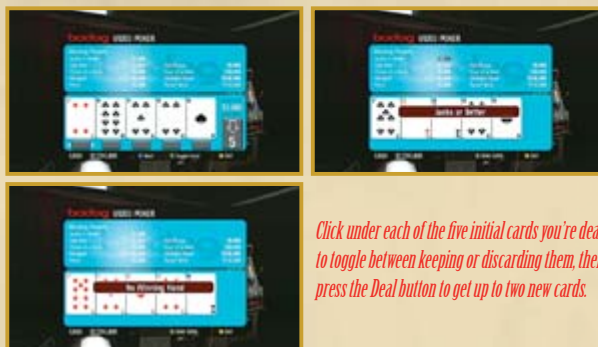
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## Video Poker



If you've never played video poker before, here's the basic idea:



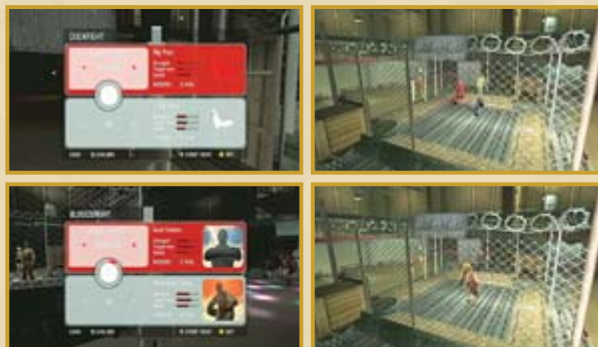
*Click under each of the five initial cards you're dealt to toggle between keeping or discarding them, then press the Deal button to get up to two new cards.*

The basic strategy in video poker is to work with what you have! If you have three of a kind, keep those and take the winnings. There's no sense in attempting to get a flush when you only have two or three of the necessary cards in the initial deal. In video poker, greed kills!

**NOTE** You can increase your total bets from \$5,000 maximum per bet by purchasing the Montana Sports under Investments in your Exotics menu.



## Bloodsports and Cockfights



*Man or beast?*

**NOTE** Black Sands Casino and the trailer park feature these gambling options.



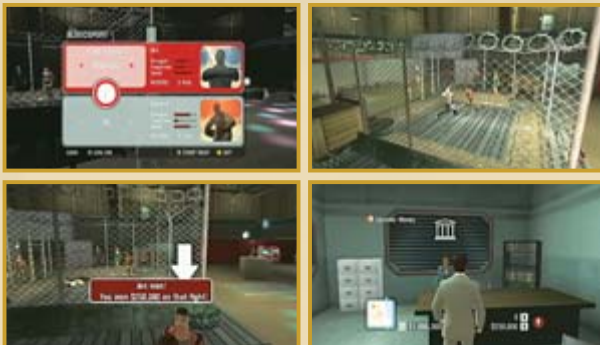
In bloodsports and cockfights, each fighter is rated on three attributes: strength, speed, and toughness. There's also an x factor in the number of wins they have. Place your bets on the most-balanced fighter and, if there's a rough tie, go with the man (or rooster) with the most wins and a slight



## Dis Is How De Game Is Played, Meng

advantage in toughness. You can bet some pretty serious cash on these fights, but don't go overboard unless a fight looks lopsided. It can be very difficult to judge who's going to pull through with most of his bones (or feathers) intact in a well-matched brawl.

### Breaking the Bank: How to Earn a lot of \$\$\$ in a Decent Amount of Time



*Four easy steps*

#### **TIP**

To boost the maximum allowable bet, purchase Montana Sports from the Investments menu in Exotics.



1. Venture to the casino in Black Mesa (in the islands) at map point G-11.
2. Head to the bank inside and save.
3. Proceed to the bloodsport cage and make the maximum allowable bet.
- 4a. If you win, head to the bank and save, then repeat step 3.
- 4b. If you lose, re-load your game and repeat step 3.

This allows you to build up a staggering sum of money with no risk and just a small investment of time. With this, you can easily race to maximum reputation (level 8) and buy all the exotics, weapons, etc. that you'll ever need along the way.

## Henchmen



*A few of the boys...and a girl*

Henchmen come in many different shapes, sizes, and types:

**Passive:** These are the gentleman who deliver your cars and ride "shotgun" with you in two-seater cars and boats. They also cover your back when you're out in the world (the driver, to some degree, and the boat pilot fit into this category). They are "passive" in the sense that you don't have to overtly recruit them.

**Arms Dealer:** This guy gets his own category. His only role is to sell you weapons at each level of reputation (and the ammo to go with the arms, of course).

**Active:** These henchman are actually usable as playable characters in the same way Tony is. They include the driver, enforcer and assassin. They have their own missions that you can take part in outside of Tony's trials and tribulations.

Naturally you won't have immediate access to all of the myriad heavies that you'll call on to aid you in your everyday activities:

#### HENCHMAN COSTS

Henchman	Rep Level Required	Cost
Driver	1	\$15,000
Boat Pilot	1	\$40,000
Arms Dealer	2	\$15,000
Enforcer	2	\$30,000
Assassin	5	\$100,000

Once you gain access to them, you acquire a range of benefits (though some are, quite obviously, more valuable than others). Prime among these benefits is the ability to run henchman missions (each discussed with their respective heavy):

#### **NOTE**

Undertake henchman missions early in the game because the rewards for completion (primarily financial) make them less palatable as the game progresses.





## Boat Pilot/Driver



*Thugs for hire*

Once you hire the driver and boat pilot henchman you can have cars (driver) and boats (boat pilot) delivered to you anywhere. Naturally you have to be at a dock or in the water to summon the boat pilot. You also gain access to henchman missions for the driver.



Driver missions come in two basic flavors: grabbing a car for a chop shop job and creating a distraction for Tony.

### Chop Shop Job

This is pretty straightforward: Steal a car and deliver it to a predetermined spot on the map (hotspot). While attempting to do so, of course, you'll be relentlessly molested by onrushing gang members, etc. This is a good test of your driving skills.

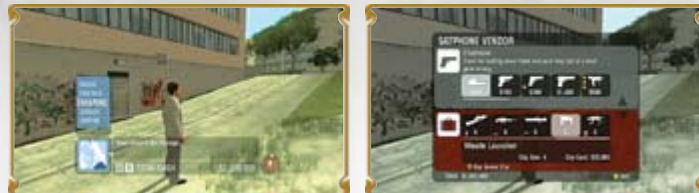
### Creating a Distraction

Again, this is a pretty straightforward mission. Follow these steps:

1. Find a fairly populated area.
2. Have an escape vehicle nearby with a clear route for escape.
3. Start shooting people (yes, really).
4. After you've maxed your visibility and the LEOs are en route, get in the car and drive as far and as fast as possible out of the hot zone.

These missions are repeatable and are a very easy way to earn cash early on, so abuse this for as long as it makes sense to you.

## Arms Dealer



The arms dealer serves only one purpose: to supply you with all the latest and greatest death-dealing machinery you can afford. You access him via your SAT Phone menu and pick and choose the gear you want to purchase. Naturally your choices are limited by reputation level:

### REP AND WEAPONS

Rep Level	Weapon Available
1	Micro SMG
2	Shotgun, Chainsaw
3	AK-47, .45 Caliber
4	M-79, Mac 10
5	Bazooka, Carbine
6	M-16
7	SAW, Missile Launcher
8	Deagle

### NOTE

There are no henchman missions for the arms dealer.



## Enforcer



*Muscle for hire*

The enforcer henchman has one job: eliminating people. Essentially his missions boil down to the Assassination Run category from the Leads section. Basically he needs to track down and whack particular groups or individuals. He has access

to whatever weapons Tony does to that point. There is one caveat, however: the enforcer seems to have an unerring ability to track down gangs! This makes him fantastic for two reasons:

1. You get paid!
2. You get paid for hunting down and eliminating gangs you'll want to eliminate anyway!

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## Dis Is How De Game Is Played, Meng



You'll end up racking up a big pay bonus for wiping out the gangs you're going to hunt down anyway. It's win-win!

### Assassin



Like her cohorts the driver and the enforcer, the assassin engages in side missions for extra cash. The only downside is that by the time you unlock her, there are generally better ways to earn cash.

*A real femme fatale*

That said, if you still wish to take her out on the town, her missions boil down to hits with the sniper rifle from afar. The basic plan goes like this:

1. Pull up your car a few blocks from your target.
2. Take aim with the sniper scope at your target's head.
3. Pull trigger.
4. Get in car and escape.
5. Collect cold, hard, cash.

You earn about 100k per hit and it's very easy money. Still, your time could be better spent running down leads and hooking up with suppliers.





# COMBAT TUTORIAL

Cuba, 1976. Tony is at a military training camp, where Tony and Manny served until Tony was removed from the service. Thinking back to this time, Tony remembers the techniques he learned, the rage he was able to control, and the fury he unleashed on those who sought to incarcerate him.

*"Communists you know, they're always trying to tell you what to do."*

Attempt this tutorial before you defend your Miami mansion turf.

## PART 1: CAUGHT BY CASTRO

**NOTE** This tutorial is optional but recommended, as you'll easily learn some useful combat maneuvers and other tips. Select "Combat Tutorial" before you begin "The Fall" and fend off mansion attackers. You can also access this tutorial if you fail during "The Fall."



Begin by using the left thumbstick to maneuver yourself around the dirt road. When you're comfortable running, hold the Sprint button and dash to the red waypoint marker.



**NOTE** If you want to use a regular or inverted camera, you must tweak these settings after the tutorial is finished. Refer to the "Gameplay Primer" section for more information.



**TIP** Using the left thumbstick allows you to run forward (↑, ↓, or ←), and turn left (← or →) and right (→ or ←), and run in the opposite direction (↵). However, you are more maneuverable and can react to targets faster if you use the right thumbstick (which controls the camera) to do the turning.

Try pressing ↑ on the left thumbstick, and ← or → on the right thumbstick. This alternate way to move is very useful for sprinting around corners or quickly maneuvering the camera into position.



When you reach the red marked waypoint, you're instructed to use the Action button to pick up a weapon: a .45 automatic. Run to the next waypoint and grab it using this button.



Try a little target practice out on the targets to your left. Use the right thumbstick to aim, and the right trigger to fire. Line up each target and destroy it.



Optionally, you can destroy the barrel just to the right of the three targets. It explodes, ripping two targets apart, and inflicting damage on you. Stay at least 15 feet away from these barrels if you're shooting at them!

Sprint to the next waypoint by a large stack of containers to your right. Use the Cover button and then move ← and → on the left thumbstick to slide along the container.



Peek out and shoot all three targets behind the mesh fence to your right. Simply use the right trigger to fire. Afterward, you're told to hold the left thumbstick to lock-on to a target, and how to precision shoot.



**TIP** Precision shooting: Perfect this key technique as soon as possible. Follow this plan:

1. Lock-on to your target with the left thumbstick.
2. While holding the lock-on, use the right thumbstick to aim.
3. Aim at a particular body part, and fire to inflict pain there.
4. The quickest way to off an enemy is via a headshot.
5. If you're close to a foe and locked-on, expect to perform an execution.

Why use precision shooting? You earn more Balls.



## PART 2: GOING BALLS OUT



Some *gamberro* with a gun saunters into view. Note that he appears on your mini-map as a red X. Use cover, then aim and shoot at the incoming foe.

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## Combat Tutorial

Fire off a few shots until he falls, then quickly press the Taunt button. Shouting a vicious slur as you finish off a foe is another way to increase your Balls.



**TIP** Combine precision shooting and taunting to fill your Rage meter quickly. Check how big your Balls are by seeing how complete the white circle is around your health bar (in the screen's bottom right).



In come the enemies. If you're facing the main courtyard, they appear to the left, right, and behind you. Slay them using precision shooting and taunting to fill your Rage meter.



**TIP** You can slay enemies swarming you by shooting the explosive barrels dotted around. Also, don't forget to pick up the items each enemy drops (usually ammo). Finally, if you can't see where gunfire is coming from, use your mini-map and look for the "X"; it marks the spot!





**TIP** Enemies continue to appear until your Rage meter fills. Grab the health pack on the loading dock if you need to. To fill your Rage meter quickly, precision shoot once, then taunt. Now repeat. Each victim can be taunted around three times, and this fills your Rage meter at a much faster rate!



Continue to fire. You can launch your Rage meter once it's full, but it's advantageous to run toward the gate, where an enemy appears with an AK-47. Drop him, and use the Action button to pick up the weapon.



**NOTE** You can now swap between weapons by pressing  or  on your directional pad.



Now launch yourself into a Blind Rage. You're temporarily invincible while your Rage meter clicks down, so use the AK-47 and lay waste to the entire squad of armed guards who've appeared. Kill them all! Leave no stragglers!

As soon as the final foe falls, the tutorial ends. You're back at your mansion, attempting to fend off a dozen bad bastards as your empire crumbles.





## MISSION 1: THE FALL

Alejandro Sosa has sent his hit squad to Miami to kill Tony Montana for failing to complete an important assassination job in New York. Tony's mansion is under siege, his men are dying, his sister has been murdered in his office, and it's time to go out in a hail of bullets. You're carrying a huge gun with a mortar attachment. How do you want to handle it?

### PART 1: MAYHEM AT THE MANSION

You stride toward the gun cupboard and grab the largest hand-cannon you've got, step over the bullet-riddled body of your dead sister, and blast the doors open with your "little friend." Bodies fly everywhere, but the action hasn't ended yet!



As soon as you can move, you're fully enraged and shrugging off gunfire from the balcony you're standing on. Back up into your office to avoid the bullets zinging around your head.

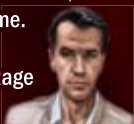


As you retreat, turn around and look into the office. An assassin known as The Skull has entered via the outside balcony window. Immediately drop him in a hail of bullets from your M16!

#### CAUTION!

If you don't kill The Skull and remain on the balcony, he kills you with a single shot to the back of the head. You fall from the balcony into the pool below. This isn't the ending you wished for!

If you don't kill The Skull but head down the stairs, the assassin quietly follows you, biding his time. He attempts to shoot you when you reach the billiards room. Spin around after your Blind Rage and execute him.



### Planning at the Parapet

Just after you kill The Skull, take a quick tour of your study area, without accidentally going into a Blind Rage. Everything can be shot up, including the windowpanes, and even the corpse! Pass the table holding the mountain of cocaine.



You can survey the exterior grounds from this balcony. You can't go anywhere, but you can manually aim your M16 (with your right trigger) at 17 planters along the low wall below you, and on the left side of the fountain courtyard.

#### TIP!

Why aim at the planters? Because you've got limitless ammunition and don't need to conserve any, and when you've mastered manually targeting, you can apply it to shooting the enemies in your mansion. Your Rage meter increases faster when you manually target, compared with auto-targeting with the left trigger.



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## Mission 1: The Fall

When you're ready, return to the top of the staircase. If you spent time in the office, a thug is waiting to receive punishment at the top of the stairs. If you just killed The Skull and returned to the balcony, he's at the bottom of the stairs.



**TIP** Your M16 has a secondary fire function: a grenade launcher! It isn't as easy to shoot a foe, taunt him, and shoot him again (as the grenades usually kill with one shot), but the satisfaction more than makes up for it! Press the Secondary Fire button to fire it; see the "Gameplay Primer" section for more information.



Head down the right staircase—all other routes are blocked with debris. As you descend, an explosion rocks the right side of the entrance lobby, killing a waiting foe. There's no need to aim at him.



Keep your weapon trained at the enemies swarming the lobby, cutting them down if you wish. But as soon as you reach the base of the stairs, you automatically enter a Blind Rage. Tear through a half dozen of Sosa's men in a sea of bloody anger!



**TIP** If you're quick and you already defeated the intruders before you entered your Blind Rage, you can continue into the billiards room to the left of the lobby.



Stop for a moment after the Blind Rage subsides, and check the lobby for any remaining foes. There may be one on the upper balcony, opposite you. Now continue into the billiards room, staying at the entrance and using it as cover.



**NOTE** The lobby is full of items that smash, explode, and tear apart when you shoot them. Here are some fun items to fire at:

- The "World Is Yours" globe, which shatters.
- The chandeliers in the middle of the lobby and billiards room ceiling, and hanging from the left domed cupola. Each crashes down and can kill a foe standing underneath.
- The large statues dotted around the walls and in the middle of the circular sofa; these shatter.
- The large urns dotted around, which explode.
- All the columns and light fixtures, which chip.
- All the leaded glass windows, which shatter.
- The picture of Tony, which collapses. Watch out! You can be killed if it falls on you!
- The billiards rack and lighting above the table.



Slay all the enemies inside the billiards room; it's better not to sprint in or you'll be cut down in seconds. Manually target each of the three foes and bring them down. There's health in the lobby and behind the bar. Grab it now if you need it.



**TIP** Most important! You're building up your Rage meter, aren't you? By manually targeting, taunting, and repeating this twice per enemy before you kill each one, you can fill your Rage meter from zero to three-quarters before leaving the billiards room!



**NOTE** Don't forget that pressing the left thumbstick allows you to crouch and take advantage of low walls, or in this case, the billiards room's bar. Press the right thumbstick to swing the camera back behind you.



## PART 2: GOING UNDERGROUND

Head for the only open doorway to the right of the billiards room. A henchman dashes in, telling you he's got a car waiting for you, but you'll need to use the mansion's tunnels to escape. He activates a secret door, but he's cut down before he can go any farther.



Manually target and lay waste to the punk who blasted your friend, and head through the secret bookcase. You can retrace your steps to the lobby, but everyone's left to head outside, waiting to ambush you.





Take the health pack at the top of the stairs and then descend. When you reach the junction, turn left (the room to the right is a dead end). Wait for a foe or two to ascend toward you, and waste them!



**TIP** If you've been taunting and manually targeting foes, you can enter another Blind Rage at this point, after descending the steps to the junction. Lay waste to those in the left and forward passages you haven't explored yet. Once you've obliterated all enemies in sight, turn off Blind Rage by pressing the Taunt button. By turning it off, you can conserve Blind Rage for when you really need it.



Head to the next junction. Foes are ahead, down some steps. Bring your weapon to bear on them all, then turn left, and shoot the foe inside the small generator room.



Look right while you're in the generator room, and shoot through the mesh fencing at two more foes, so you aren't attacked by them later. Then head out to the main passageway and down the stairs.

Optionally shoot out the transformer on the right wall, then bring down a foe on the other side of the rubble. Your way is blocked, so head right into the lower room where you just defeated two foes, and saunter right.



Go through the connecting passage, to a second room with storage and pipes, then look right and look out! Five thugs await at the continuation of the main tunnel. Bring them all down one at a time, but keep your distance.



**NOTE** Dealing with all five of these foes can fill your Rage meter by half. You can now figure out how many enemies to kill between Blind Rages: around 10-12.



Run around the tunnel as it bends to the left; you're likely to encounter another of Sosa's goons, and a final one at the base of a staircase. Bring them both down, and ascend the steps.

## MISSION 2: THE RETURN

The battle to escape your own mansion is humiliating, but you're building up rage for an ultimate encounter with Sosa.

After fleeing the mansion, ironically thanks to a DEA intervention, you must meet with your lawyer, George Sheffield. He's got some leads on how to get you back on your feet.

*"Every day above ground is a good day."*

Head left, and ascend the mansion steps to the left of the pool. Constantly strafe the foes heading in from the right side of the building. Stay between the columns and mow down eight or nine of them.



### PART 1: SURRENDERING TO SOSA?

Tony Montana's Mansion Location: B/C-15

The remnants of your henchmen beckon you over to a white limo parked on the mansion grounds. They shout

for you to escape. Head out of the mansion, into the courtyard. You have 3:20 to escape the mansion!



**TIP** When fighting a number of foes in any circumstance, kill the ones nearest to you first. Enemies are much more effective at hitting you if you're close to them, but they aren't very impressive at a distance.



**CAUTION** Do not let any thug with a shotgun, submachine gun, or assault rifle get within 10-15 feet of you or they'll easily cut you down.



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## Mission 2: The Return



With only one or two enemies left, run to meet your henchmen. You don't reach the car because some madman with an RPG blasts the corner of the mansion, sending you and debris flying. The police are also on their way. It's time to get out of here!

Follow the onscreen advice and head around the side of the mansion. If you've been judiciously filling your Rage meter, you can elect to use it, but it's better to wait for a moment. Head right, around the side of the mansion, dropping foes.



Remember that you can use the M16's grenade launcher too! Check the side alcove for health, then head down the steps, and deal with the two enemies on the lower stairs. The rubble here blocks your way.



Continue along the side passage, cutting down another foe or two, until you watch one of your tigers pounce and maul a foe, dragging him off into the bushes for a feed.

This is the precise moment to use your Blind Rage, as almost a dozen foes congregate in this area, gunning for you. Cut them down in a sea of red mist! If you can't activate Blind Rage, retreat up the passage and shoot from a distance.



Ignore the hedge to your left (the entrance with the gate is locked) and run to the upper fountain area, dropping another six foes along the way. Don't forget your grenade launcher! This is a good spot to use it because it makes short

work of foes, and the large fountain statue, too!

Head to the health pack on the left side of the fountain, and pick it up. Move down the steps and along the waterfront path to the hedge maze entrance. Run in, turn right, and head for the middle of the maze.



Strafe another 10 or so goons here. Using Blind Rage is an excellent plan; activate it as you arrive at the center of the maze.



You have only about 30 seconds to escape, so don't get lost in the maze. Look for the path with the lamppost to the right of it, and enter this area. The maze exit is straight ahead through the gaps.



You reach the top of your steps, and the place is swarming with Sosa's men. They're quickly cut down: "DEA! Drop it!" The police have arrived, and you make a break for it in the confusion.



"The job is done. Montana is gone. The police has taken over the mansion. His empire is destroyed." Sosa's informant is dead wrong; Montana has taken refuge in a swamp shack. After brow-beating himself, he vows revenge!

## The Road to Sosa

**NOTE** Rival gangs have taken control of your old empire. You must regain control of Miami's four main turfs—Little Havana, Downtown, South Beach, and North Beach—to regain the power and reputation you need to take on Sosa.



### The Law Offices of George Sheffield Location: D-11

Tony has managed to salvage one of his exotic vehicles, and he drives it through the streets of Miami to George Sheffield's law offices. He finds out Sheffield is having a "business lunch" at the Babylon Club. Get there before he leaves.



## PART 2: BARELY LEGAL ADVICE

Head to your ride (you can select it, or flag down and steal any other nearby vehicle), and select the Business option in the menu. It shows a map of where you are (D-11) and where the Babylon Club is (D/E-6).



### Babylon Club Location: D/E-6

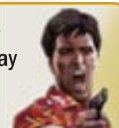
You have two options. The first is to follow the map using the main roads, turning when the onscreen arrows prompt you. Make a right, then a left, and follow the road around to the bridge.



A better way to travel is to ignore the arrows (for this run only) and accelerate down the road, ignoring the first right turn. When you reach the second possible right turn, head left, but avoid the large hole in the ground. Follow the alley around to the right.



**TIP** The city is full of shortcuts like this. Thoroughly explore each area, because a distance between two waypoints may take much less time if you head off road.



Follow the road over the bridge, and make a left. The Babylon Club is coming up on your right. Optionally take the shortcut over the grass, then park by the entrance and go inside.

**NOTE** You can usually enter this venue via the back alley on the opposite side of the building, but this entrance is currently locked.



Walk into the entrance corridor. A bouncer stops you, and you ask where "that chazzer Sheffield" is. He's sitting at a table on the right with a "friend." The bouncer also warns you there's cops in the place.



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




## Mission 3: Felix

### Dancing, Romancing, and Advancing



The Babylon Club is full of optional activities. Make sure you fully experience what this club has to offer before you meet Sheffield. You can:

- Produce a pistol (d-pad +  or ) or a machete, and begin to tear up the place. You can't shoot innocents, because Tony doesn't slaughter anyone who doesn't have it coming.
- Shoot the glitterball, plant pots, bar, drinks, and signs.
- Put your piece away and begin dancing (hold the left trigger and  or  to turn while grooving).
- Speak to any of the patrons. At least five of them hold quite a long conversation with you. There are 250 of these conversations to find throughout the city. Don't forget to talk to the two cops when you meet them.
- Intimidate a few of the patrons. If you're successful, you increase your Balls by 200 for each patron you intimidate.
- Investigate the cloakrooms, side bar, backstage rooms, and rear gambling den, with men's toilets.
- Try blackjack, slots, and video poker in the back gambling hall, but only after you take back your mansion.

### PART 3: COCO, COKE, AND COCONUT GROVE



When you're ready, head to Sheffield at the waypoint. After some banter, he gives you a contact—Coco—to meet. Your friend Felix should know her. Head back out of the club, and you meet the two vice cops. After some singularly

unpleasant pleasantries, you're given an option: \$10,000 gets you your mansion back.

## MISSION 3: FELIX

The remains of your empire are being divided among the ravenous thugs who were attempting to usurp your territories when you were running the entire Miami operation. You've got no one to turn to except the small-time dealers, like your friend Felix. He'll fix you up with a meeting that allows you to buy back the mansion and start your empire all over again.

*"In this country, you gotta make the money first."*

### PART 1: A SHOT AT THE SMALL TIME

Miami Marina (Felix) Location: I/J-3/4

Miami Marina (Felix) Location: I/J-3/4

Plot a course on the map to Felix's location. Instead of taking the roads, try another shortcut. Head right, out of the club, and turn right at the corner. Stay on this road and look for the rickety ramp at the corner. Accelerate across the water channel (E-4).



Stay on the straight road on the other side, and take a sharp left before the construction tunnel (don't enter the tunnel, as it doesn't allow access to the marina). Speed around and make a right.

You can park at the marina-side parking lot near the large "Calvinayre Casino" sign and the lighthouse across the water, or you can drive around to the front of the marina shopping mall steps. Felix is waiting on the upper walkway overlooking the bay.



You meet Felix at the marina. He's still working the angles, but Sosa's trying to run him out. All the others are trying to take over Tony's territories. Felix gives you his last \$100 and tells you where to find Coco. She's one of the last independent dealers in town.







### Coco's Location: G-5

Head back down to where you parked your car, or jack another on a nearby road or parking space, and head back the way you came, following the main streets. Don't overshoot your target!



The quickest way to reach Coco is to turn left, onto the street that ends at the beach itself, drive off the steps onto



the sand, skid right, and pull up at the cabana bar steps, left of your target. There's far less walking involved.

### NOTE

This is another area full of people to talk to. If you're feeling chatty, strike up a conversation to add them to your total.



Head up the steps to the waypoint. Coco tells you she saw you before, when you ate ice cream with Manny. Coco's coke is controlled by Gaspar Gomez, so supply is limited, and the dealers aren't as friendly as the ones around here.



Begin a practice deal by talking to Coco's dealer. Avoid the fail zone, and follow the tactics presented earlier in this guide. When the deal is successful, you're given 200 grams of coke.

### TIP

The key to a successful deal is to press and hold the button continuously, letting the meter wind around a couple of times before letting go when it fills. Don't rush things!



When you reach a successful deal, take your stash to a pusher up at the top of the steps overlooking the beach. Sprint through the shallow swimming pool if time is pressing.



Execute the same technique and deal the drugs. Be sure you get a good price. The extra 100 grams allows you to make a mistake, but you really want a spare 100 grams to take with you. The seller agrees to \$10,000 for 100 grams if you're competent.



## PART 2: COKE IS IT!

Tony Montana's Mansion Location: B/C-15

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## Mission 4: Mansion Purchased

You can now buy back your mansion! Return to your vehicle, drive it up off the beach, and head back toward the Babylon Club. To hasten your progress, drive up the mud embankment and leap the waterway at E-4.



Vice cops are parked outside your mansion, and they try a shakedown. "Mel Bernstein tried this out on me once; it didn't turn out too well for him!" you retort. The cops inform you how heat works, and you hand over the \$10,000. Welcome home!



Continue your progress, cutting corners and using the same shortcut you took from Sheffield's law offices. Just before you reach the winding road to your mansion, take the parking lot (at D-11) to save some time.

## MISSION 4: MANSION PURCHASED

You've successfully bought your mansion back, *"Me, I want what's coming to me!"* Rival gangsters are trying to take over your turf, and the first of those needs squashing like a cockroach. First on your hit list is Gaspar Gomez. Bring some heavier weapons to the party at his hotel; the micro SMG needs a test firing!

### PART 1: WEAPONS DETAIL

Tony Montana's Mansion Location: B/C-15

Once your statistics have increased, you can re-enter your mansion, now worse for wear after the firefight. Maneuver through the police tape into the foyer.



Although you can explore the upper corridors and underground tunnel, there's nothing else in the mansion except a message on your office phone. Head up the main stairs to the waypoint.



Reputation Level 1: Achieved!

A message from Sosa plays: "I will never forget about you, Tony! Never!" Once you've listened to the message, move to the weapons locker, and equip the micro SMG. You can now begin to take over the city



La Normand Location: U-10



Learn how to assign weapons to your person, and complete the Weapons Locker tutorial. You're now set to seek out the first rival gangster: Gaspar Gomez! You appear outside his hotel.





## MISSION 5: GASPAR GOMEZ

You call Felix to find out more about *"F—k Gaspar Gomez...."* Gaspar Gomez and decide to pay Gaspar a visit in person. Matters take a turn for the worse as you rip through the hotel suite, attempting to execute Gomez. You'll need every bullet when tackling the assembled henchmen...and helicopter! Moving methodically down to a parking lot, you'll steal an armored van containing Gomez's ill-gotten gains and bank it yourself—if you can survive the drive!

### PART 1: NORMAND LANDING

#### La Normand Location: U-10

Stride into the hotel reception area and tell the attendant your intentions. Before he can call hotel security, you're in the elevator, heading up to Gomez's penthouse suite. A guy on an upper balcony might help you find him. Bring out your SMG.



**CAUTION!** This attack is a murderous rampage with little time to rest. You must rely on sharp, manual targeting and Blind Rage episodes to keep you alive. Also, The King's lyrics "fools rush in" apply to this firefight. Stay back and kill from a distance.



Bring out your SMG and run around and up the ramp, turning right as you do. About 10 enemies are standing behind an indoor pool. Begin to manually target each one, dropping around five from this partial cover. Optionally crouch to dodge a few more shots.



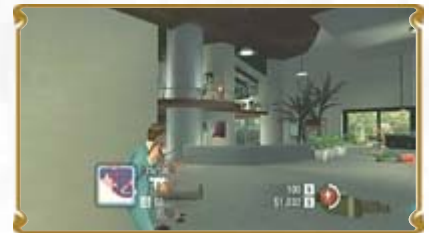
**TIP!** This initial attack is crucial. Try to cut down three foes immediately, because no one notices you until you start firing or brandish a weapon!



**TIP!** Two tactics make this assault a little easier. First, check your mini-map for red dots: these are enemy locations. Second, auto-target everyone to quickly ascertain where they are, and if they're enemies or innocents. These techniques are especially useful when only a few enemies remain.



You'll be shot at by gang members from an upper balcony, so move to the top of the ramp, turn right, and finish off four or five thugs on the same level as you. Stay close to the wall, so the balcony punks can't shoot you.



Drop the nearer one first, including those coming around the left corner near your position. With accurate manual shooting and taunting, you'll have built your Rage meter by this time.



Remain on the floor near the pool and finish off this initial wave of attackers. Use auto-targeting to locate three or four foes on the upper balcony 180 degrees ahead and left of you, and slaughter them all.



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## Mission 5: Gaspar Gomez

### PART 2: FROM PENTHOUSE TO PARKING LOT

Then look over the low wall to the curved lower area, and bring out the guns on a couple more thugs. Don't enrage yourself just yet. During a lull in the carnage, claim the health by the bar, and pick up as much ammunition as you can.



Stride along the gallery where the shotgun wielders died, and head up the steps to the top balcony. Gaspar isn't here, but his lieutenant, Ricardo, is. After you exchange some words with him, you remark, "The next thing outta your mouth is gonna be your teeth, puta!"



You should have cleared all the enemies from the living rooms on the lower deck, so move around to the right, and head toward the thug-filled rear living area. This is an excellent spot to launch into a Blind Rage.

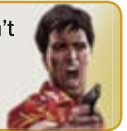


Begin combat with Ricardo. If you're using melee attacks, simply tap the right trigger quickly after locking on; countering and shoving aren't necessary. However, the counter move is easy and then you don't need to run around after Ricardo.

Be quick and mow down five or six thugs, then climb the stairs and drop another three or so before the rage stops, then turn right, and finish the thugs in the sitting area across from you. Check the kitchen and the large table for ammo and any remaining enemies.



**TIP** You're probably wounded after your firefight, so don't forget the health up here. Run to it before the fight starts if you need it.



Ricardo takes a long walk off a short balcony, landing with a messy thud on the ground below. Gaspar's remaining thugs head straight into the building, intent on hunting you down.



A helicopter appears, and you have three options: You can blast it in a Blind Rage, which destroys it as long as you fire at different sections of the chopper. Or, you can fire at it from the balcony, shrugging off the incoming bullets. Or, you can ignore it.



**CAUTION** Smash a window to reach a health pack outside on the balcony. You could then move around the outside balcony itself, but this isn't recommended as you'll reach a well-guarded area with nearby enemies who can really damage you.



Head across to the sitting area after scouring the kitchen and interior balcony for ammo. Stand by the right wall, and blast two shotgun-toting bad guys from a distance. Then step and turn right, and shoot a coked-up maniac in

the bedroom. If you step into the open you'll be ambushed, so stay at a distance!

**TIP** The shotgun-wielding maniacs drop their weapons, and now is a great time to add them to your collection. However, you don't want to lose the SMG, so select the pipe or pistol when you're swapping weapons.



**TIP** Ignore the chopper and you can finish it after dealing with the foes inside. Also, shoot the chopper until it begins to smoke; after that it explodes on its own. Defeating the chopper increases your Balls.





Ignoring the chopper allows you to race inside and deal with those thugs on foot. You can shoot them from the balcony, but if you've been building your Rage meter, use Blind Rage now. Head down to the lower living room, and begin the carnage!



Tackle enemies in this living room and the sitting area on the other side of the wall. Break a window if you need to reach this second area quickly. Don't forget the health by the pool bar.



Head down the ramp you started at, back to the elevator. Defeat any stragglers and build up your Rage meter. Enter the elevator, and ride it down to the lobby.



Exit the elevator and head left, to the thug behind the low wall. Step around and blast him, then shoot the eight or so punks running at you from the opposite end of the corridor. Stay back, blast them, taunt, and fill up that Rage meter!

After defeating the initial wave of gangsters, back up to the elevator and the balcony continuation. Grab the health here, then head left, around to the ledge where you fought the previous eight guys.



Be careful during this next section. Continue to fill your Rage meter

and head down to a second elevator bank near the bar, and bring down a foe here. Then swing right and back up, peppering an elevator as three thugs attempt to ambush you.



You may be wounded, so take either staircase down to the reception area and check the front desk for a couple more thugs. Find health behind the front desk, too. Ignore the rest of this area.

Instead, head along the corridor to the left of reception, to the entrance marked "Parkade." Head down the steps to the parking garage, which holds six foes. This area can be difficult to maneuver, so launch into a final Blind Rage!

Make quick work of the gangsters here. Without Blind Rage, stay at the top of the stairs, wait for each enemy to head up, and blast one at a time. Rushing them gets you blasted from all sides.



## PART 3: KEEP ON (ARMORED) TRUCKING

Dash to the armored van and get inside. Ignore or run over the few foes. Drive out of the parking lot, avoiding the middle, as there's a hut there. Ram one of the enemy vans blocking you. You're heading to the bank!



JCS Bank Location: G-3/4

### TIP

Taunt enemies during your armored van drive to fill your Rage meter a little.



Ram the vans, skid right, and head around (or over!) the fountain area, and make the first possible left. You're heading for the freeway. Make the next left, and two blocks later, you'll see the waypoint.

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## Mission 5: Gaspar Gomez

### Freeway Entrance Location: T-10

Do *not* drive to the waypoint. Instead, swing right onto the freeway entrance. Gaspar's gang chases you relentlessly. You can't return fire, so concentrate on accelerating!



Stay in the central part of the freeway, between the two directions of traffic, and accelerate northeast. Stay on this freeway, and ignore any battering attempts. Keep your speed up, and don't ram any innocents, as this slows you down.

**TIP** Staying in the center of the freeway (and the double yellow lines as you reach the bridge) means you won't hit oncoming traffic, and you have more room to maneuver left or right if you're struck by a foe.



You're buffeted as you reach the suspension bridge. Just stay straight and the enemy vans soon explode. After the bridge, the helicopter attempts to block your path! You can ram it, causing a massive explosion!



Your van is strong, but not invincible. Still, it should be sturdy enough to make it to the bank, which is coming up soon on your right. Gaspar phones you, asking what the hell is going on. You retort with a quip. Pull up to the waypoint. You've obtained Gaspar's mobile phone, too!



## PART 4: DIRTY LAUNDRY



After hanging up on Gaspar, run up the steps into the bank foyer, and run to the teller with the arrow pointing at her. This is Susan. You ask to speak to Jerry, the bank manager.



If you listen to Susan when she buzzes Jerry, you overhear that he's not expecting you. No problem. The way is unblocked, so head left, through the teller entrance, and up the stairs.

Although you can chat with the bank executives in the adjacent offices, you should really head to the waypoint: Jerry's office. Jerry considers it dangerous to be your banker, and he needs a cut to cover his tracks.

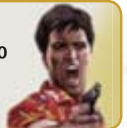


Head downstairs to Susan, and attempt to launder your dirty cash. Make sure the bank gets the minimum percentage cut possible (1.0 percent)!

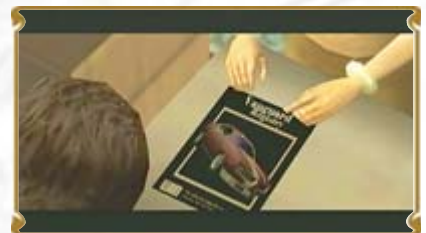


### TIP

Laundered cash doesn't disappear when you die. Banks are also where you save your game.



After your deposit, you receive "The Vanguard Registry" for the bank's more influential clients. There's excellent news: the bengal tiger will soon become available! You can now access the "Exotics Catalog" in your Options menu.





## MISSION 6: FRONTAL ASSAULT

There's no need to take the risks if you aren't going to spend your wealth. The exotics catalog is the key to filling your mansion with antiques, garish trinkets, servants, bodyguards, and vehicles. After speaking with Felix and hiring your first associate, head over to Pedro's Pawn Shop, and begin piecing your empire back together.

*"Some sort of satellite voice tracking shit; I think the Russians made it."*

### PART 1: AN OSTENTATIOUS OUTING

Tony's Location (Marina): I/J-4

You leaf through the exotics catalog, planning your purchases and your next move. After you talk with Felix, it's time to start spending some of Gaspar's money!



Pedro's Pawn Shop looks ripe for buying and using as a base of operations, but first indulge yourself. Follow the onscreen prompts and purchase a henchman driver (\$11,000), then summon him using the "Driver" option.



He arrives in your QM convertible after a second or two. Run over and get into the vehicle. You can now freely roam Miami and begin the non-mission-specific parts of your adventure.



#### NOTE

The Empire portion of your options allows you to select from Business, Turf, or Heat. Follow the instructions and select Pedro's Pawn Shop. From now on, you can attempt the following:

Take Over Four Miami Turfs  
Felix Leads  
Purchasing Fronts  
Dealing with Cop Heat  
Dealing with Gang Heat  
Drug Dealers  
Supplier Missions

Femmes Fatales  
Weapons  
Dirty Cash Accumulation  
Exotics Purchases  
Gambling  
Increasing Reputation

The remainder of the walkthrough shows you the best order in which to attempt these undertakings.

Pedro's Pawn Shop Location: E-11

Step on the gas and travel to Pedro's using the shortcuts you've already found. His shop is very close to Sheffield's law offices, so backtrack there, and attempt your first purchase.



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# MISSION 7: LITTLE HAVANA FRONTS

## PEDRO'S PAWN SHOP

You need additional sources of income to further your machinations, and the pawn shop's low-grade junk sells well. Meet with the manager. He's happy to sell the place for the right price, but only after you remove some hot merchandise and deliver it to three drop-off points across town.

*"I want what's coming to me."*

### PART 1: A MAN WITH A PLAN IN A VAN

#### Pedro's Pawn Shop Location: E-11

Run around the front of the pawn shop after stopping to check out the weapon dealer's wares. The only open door is to the right of the sign on the main street. Head into the store and speak with the manager.



#### NOTE

Inside the store, you can kill time playing slots and video poker. When you're done, speak to the manager.



The manager listens to your offer, but he's got the cops bearing down on him and a load of hot items to dispose of. Your task is to help him. You have five minutes.



Exit the store via the front door and turn left. Get into the van parked on the sidewalk and turn left again. Use the map to plot your course.



#### First Package Drop-off Point: E-10

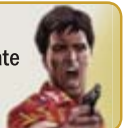


The first package drop-off point is an area of waste ground behind Diaz Motors. It will take you about 40 seconds to reach. You automatically drop the package. Head back to Pedro's.



#### TIP

The mini-map is extremely helpful for locating the drop-off points, and onscreen arrows guide you to the appropriate turns at each junction.



#### CAUTION

The cops are on Pedro's case, and they'll be on your tail too if you don't follow this advice to the letter. Do not:

- Run over pedestrians
- Destroy scenery, cut corners, or smash obstacles
- Crash into other traffic
- Get out and wave a weapon around like a lunatic





## Coping with the Cops



If you ignored the advice above, you'll be swarmed with cops once your visibility rating maxes out, and when this happens, you can't drop off or pick up packages.

Stay close to the drop-off (or pick-up) location, and quickly maximize your speed on a straight road, leaving the cop in the dust. Head away from his radar (which appears on the map) to free yourself, then continue the mission.



**CAUTION** Unfortunately, the time limit means you're unlikely to complete this mission if you're spotted more than once. Be careful out there.



## PART 2: THE CRATE ESCAPE

When you're back at Pedro's (having used the directional arrows at each junction to arrive here), drive around the back to pick up the second crate of goods.



### Second Package Drop-off Point: E-6

Take the alleyway just left of the junction as you cross the bridge. Drop off package two behind Fidel's Records. You should have approximately 2:30 left on the clock.



**TIP** A shortcut between the southern and northern sections of Little Havana can significantly reduce your driving time. Cut across the park that runs behind Cabana Cigar, avoiding the ditch and taking the alley down the side of the Christy Design building. Use this in both directions during the second crate drop.



Race back to Pedro's and pick up the final package in the dirt courtyard behind the store.



**CAUTION** If the timer reaches zero before you pick up the final crate, you f—k up. However, you should have around one minute left on the clock if you've been driving to a professional standard!



## PART 3: hardcore PAWN STAR



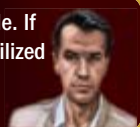
As soon you grab the final crate, the cops show up early! There's nothing you can do except plan your escape. Plan your route wisely.

### Third Package Drop-off Point: M-11

Be sure you're traveling in the correct direction. Swing the van around as you're heading toward the trailer park. Make a right, and follow the road.



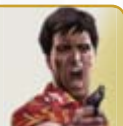
**CAUTION** This van is tough, but it isn't invincible. If you really hammer it into vehicles and walls, it can be immobilized or destroyed, and you'll fail. Don't get reckless!



If you're speedy, you'll outrun the cops in seconds, so use the map to maneuver your ride with skill. Head across the bridges and over the freeway, then stop at the car wash.



**TIP** When the cops start following you, weave in and out of the oncoming traffic on Beach Drive to lose them.



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Mission 8: Little Havana Fronts—Cabana Cigar

**CAUTION**

Don't drive too erratically. The drop-off point is near the water, and there's no fence to stop you from skidding in and failing the mission!



Once Pedro's store is clean, drive back, either in the van or in a stolen vehicle. Chat to the manager when you get there: "Holy f—king shit, thanks, Tony! I'm lookin' forward to workin' wit' chu, man!"



The World Is Yours: Freelance Plans



When you speak to the manager at Pedro's, you learn the cost of purchasing the place: \$50,000. When you have enough money, speak to him again and buy it.

Recommended Plans

Earn money using any of the following schemes (attempt some before your next mission):

Complete "Felix Leads": these give you money, reputation points, turf percentages, and they unlock supplier missions.

Complete small supplier missions and deal drugs to earn more money.

Clear neighborhood gang nests to earn turf percentages.

Purchase exotics to earn reputation.

Earn more than 150,000 reputation points, then head to your mansion and level up to Reputation Level 2.

MISSION 8: LITTLE HAVANA FRONTS

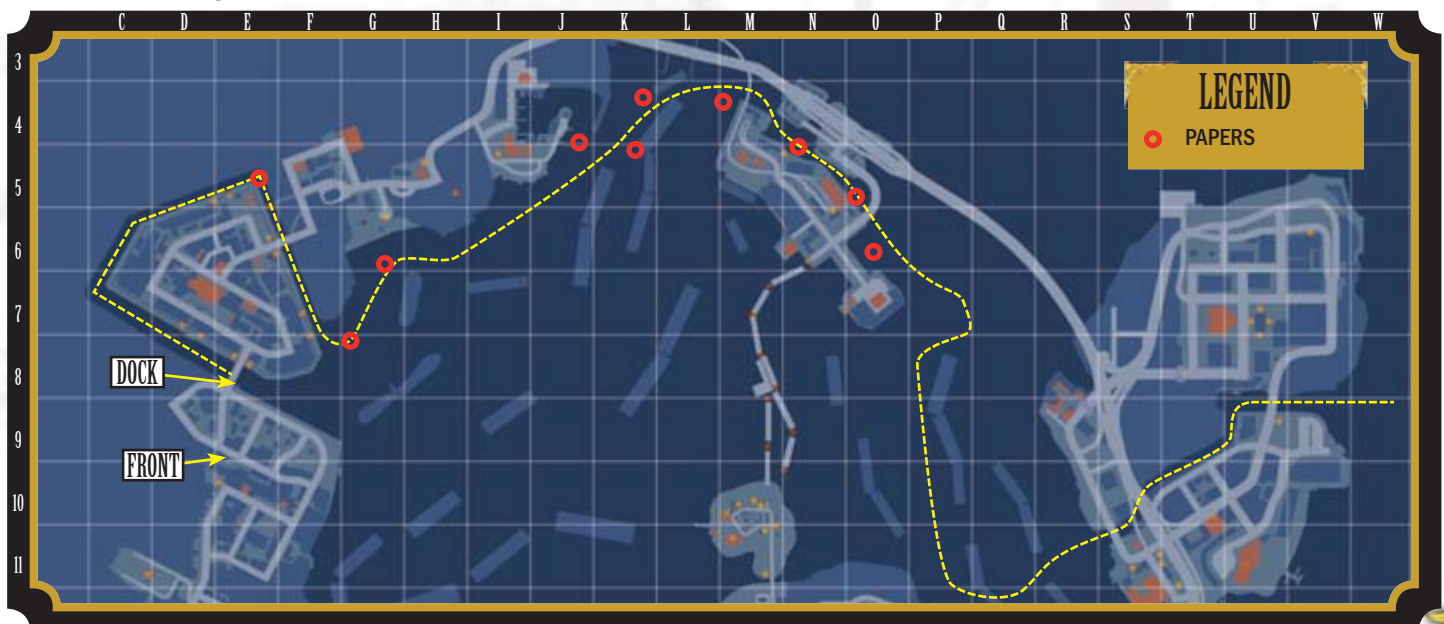
CABANA CIGAR

PART 1: SMOKING THE ACCOUNTANT

The manager of Cabana Cigar is being blackmailed by his old accountant, who has run off with all of the important papers and is being protected by goons. Without the papers, the store will change hands and you won't be able to purchase it. Find the accountant, secure the paperwork, and if she has to sink to the bottom of a Miami canal under a hail of gunfire, so be it.

*"You know what capitalism is? Gettin' f—ked."*

Cabana Cigar Location: E-8





Head to Cabana Cigar in a fast vehicle, and park it outside the street entrance, facing northeast (for a quick getaway). Hop out and head inside; the manager's in the back room.



**NOTE** You can also enter this establishment from the back alley without attracting too much attention, but it's a slightly longer route to reach your target. Also, don't forget to talk to all the patrons and staff at the place!



You head to the back of the shop, and offer to make the manager *socio de negocio*. He agrees, except that his accountant has run off with a local thug, taking the paperwork to bribe the business. Track her down.



You have less than two minutes to find her. Fortunately, she's only a few blocks away at Miami Canal Dock. Head out of the store, turn right at the lights, and drive to the dock; you can't miss it!

### Miami Canal Dock Location: E-7

Get out of your vehicle and run to the gap in the low wall, down to the dock itself. The accountant and thug are escaping on a powerboat! Use the adjacent boat, and quickly

learn how you maneuver it from the onscreen prompt.



## PART 2: KEEPING UP WITH THE PAPERWORK



Let the chase begin! You're carrying a micro SMG, but you must collect the papers before you can start firing. Follow our map of the route the boat takes!

### CAUTION

If the accountant gets more than 500 meters away from you, you've lost the mission. Keep that speed up!

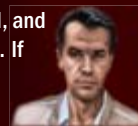


Once the accountant's boat makes two right turns in the canal channel, she begins to throw out the papers at semi-regular intervals. Slow or use a hard turn to catch each one.

### First Papers Drop-off Location: E-4

### CAUTION

If you miss a paper, you'll be warned, and you *must* swing the boat around and drive over it to collect it. If you don't, you'll fail.



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## Mission 8: Little Havana Fronts—Cabana Cigar

### TIP

Use our map to see where all the remaining paper drop-offs occur.



You must avoid buoys and chemical barrels, as well as other water traffic and scenery.



The buoys bring your boat to a sudden and crushing halt, impeding your progress, but not damaging your craft. Avoid them!



The chemical barrels bobbing in the water will explode when struck, inflicting around one quarter total damage to your boat. Hit more than four of these, and you'll have a real sinking feeling. Avoid them!

### TIP

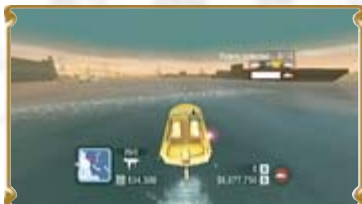
If you get closer than 60 meters to the accountant's boat, her thug starts firing at you. Stay back—you won't damage your boat, and you'll have more reaction time to catch the papers.



Around the time she drops the second set of papers, she calls more of her goons, who appear to trail you. They try to hassle you, but ignore them. If you spend time shooting them, the accountant escapes.



Avoid the yacht just after the third set of papers is dropped, and keep following the boat.



As soon as the accountant drops the 10th set of papers, you can take her down. Shoot either the accountant or the boat itself, and don't let up!



If the accountant's boat reaches the end of the North Beach channel (V-7/8), she can escape into the open sea. You have only a few minutes to blast the boat or the accountant apart.



### TIP

Don't shoot the accountant's boat until you're close. You have limited ammunition, so make each shot count. Take the boat or accountant out when the enemy craft makes sharp turns and slows down, allowing you to speed up to the sides and really blast away! Don't forget to taunt, too!



### TIP

It's almost impossible to manually target the boat and stay at full speed, so auto-target with the left trigger.



With the accountant downed, return to Cabana Cigar. It's much faster to just use the waterways, rather than finding a dock, then a vehicle, and driving back.

The manager is grateful for your help, and he agrees to sell you the place for \$75,000! When you have the money, purchase this and add it to your empire.



## PART 3: TAKING ACCOUNT FOR YOUR ACTIONS

Last Papers Drop-off Location: 0-5

### The World Is Yours: Freelance Plans

Attempt any or all of these plans before tackling the next venue:

Complete Felix leads and earn more money, reputation points, and turf percentages, plus unlock supplier missions.

Complete small supplier missions and deal drugs. Use the money you make to purchase Cabana Cigar.

Clear gang nests to earn turf percentage points.

Optionally use the car wash (the wrench on your mini-map) to salvage any beaten-up vehicle you're driving. This is especially useful with exotic cars.

Purchase exotics to earn reputation.

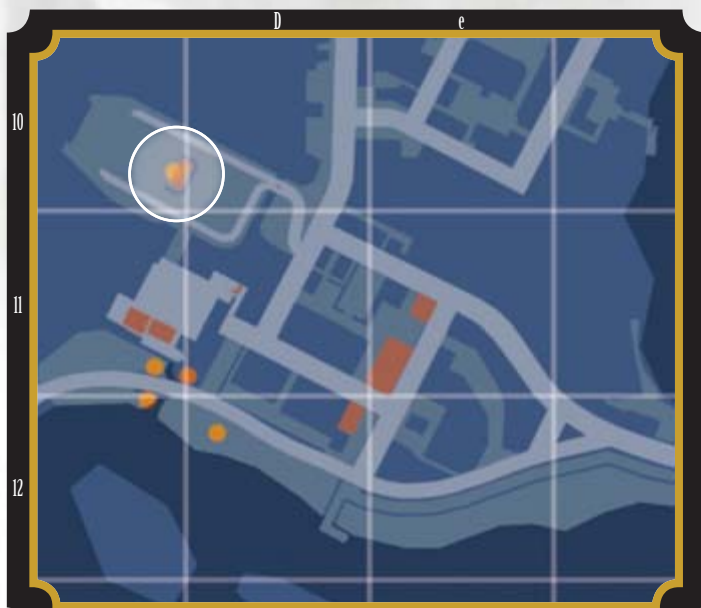


# MISSION 9: LITTLE HAVANA FRONTS

## OAKLEY DRIVE-IN THEATER

You have a soft spot for American movies, particularly anything starring Humphrey Bogart. You offer to take over the drive-in, only to discover that the Diaz brothers have been scaring away all the customers with their car gang. They're attempting to take over the space themselves, because the theater's right next to their Little Havana Storage. You need to deal with the gang before you can claim it.

*"How you like that, eh?"*



### PART 1: THEATER NIGHT

Oakley Drive-in Theater Location: C/D-10

Your next front is the Oakley Drive-in Theater. Drive around the perimeter, checking out the concession stand, and fully explore the back rooms and grounds before you talk to the manager.



The business is popular, but the place is under constant threat from a car gang affiliated with the Diaz brothers. Get rid of these joyriding punks, and the business will flourish.



As soon as you finish speaking with the proprietor, a convoy of six drivers from the Diaz gang enters the area. They begin shooting up the place. Start your attack now!



But first, head into the projector room and collect the ammunition for your weapons. Reload each weapon, then fill it a number of times to the maximum.



**TIP** There's a stash of health in each of the two bathrooms. Be sure to come back for this during your killing spree, ideally just after you reload! Also look for weapons on the battlefield; defeated gang members drop ammo.



Wave 1

Wave 2

Leader

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## Mission 9: Little Havana Fronts—Oakley Drive-In Theater

### PART 2: DRIVE-BY AT THE DRIVE-IN

Here are several ways to take down the car gang, which attacks in a wave of six, then a second wave of six:

#### The Optimal Way



Enter the vehicle parked to the right of the concession stand, draw your gun after you start the vehicle, and remain inside. You're much more protected than if you were on foot.



Then drive in the *opposite* route to the car gang, and line yourself up with one of them. Ram them head-on, or to the side after getting up a bit of speed. This stuns the driver.

A stunned driver always gets out of the car. Auto-target him and tear him apart, ideally with the micro SMG. Remember to taunt! Repeat this method with the five remaining car gangs, then again with the next wave of six.



**TIP** This method is excellent because it only lightly damages the enemy vehicle, allowing you to use it if your own car catches fire or has multiple tire blow-outs.



**TIP** Another plan is to leave the car that's parked at the concession stand, and instead blast a driver and use his car. Keep the unused vehicle until you're facing the gang leader. It's the only vehicle that doesn't disappear between rounds if you're not driving it.



#### The Other Ways



Or, if your vehicle has exploded, or you aren't near a car you can enter, use your micro SMG and pepper the sides of each vehicle until it explodes. This also takes out adjacent vehicles.



Or, shoot the drivers inside the cars, either on foot or driving around. A good place to stand is next to the side entrance near the projector room; you can dash back and claim health and ammo.

The building and walls provide some protection. Use the shotgun and get a good aim, blasting each enemy straight out of his vehicle! Now you have a wider selection of cars to drive.



**CAUTION** The gang is much more aggressive at cutting you down with gunfire if you're on foot, so this is recommended only if you're near cover or sprinting to reach a car.



### PART 3: FOLLOW THE LEADER: THEN EXECUTE HIM

As soon as you cut down or blow up the sixth gang member, run to the projector room and refill your ammunition (and health if you need it). Then use the same tactics to defeat a second wave of six car gang foes.



**NOTE** The remaining vehicles from the first wave disappear, so make sure you're driving the car that's least damaged before the second wave strikes.



Once these are defeated, the gang leader—some British guy in a pickup—makes an impressively destructive entrance. Retreat, take the last health, and refill your ammo. Now attack!



The leader is driving, and his gunner on the back of the pickup is a real menace—he can cut you down in seconds. Find a good cover spot, such as the top of the building, aim your micro SMG at the guy, and bring him down.







This frees you up to tackle the leader. Either use a vehicle, ramming and shooting, or stay on the top of the building and strafe this limey's truck until it explodes. Then cut the guy down.

Head back to the concession building and speak with the manager. He agrees to a Bogart week, and he will sell the venue for \$100,000. Buy this as soon as you can.



## The World Is Yours: Freelance Plans

Continue to take over Little Havana and build your empire in the following ways:

Complete Felix leads and earn more money, reputation points, and turf percentages, plus unlock supplier missions.

Complete small supplier missions and deal drugs. Use the money you make to purchase the Oakley Drive-in Theater.

Clear gang nests to earn turf percentage points.

Purchase exotics to earn reputation.

**NOTE** You can purchase three playable characters from the Exotics menu under Henchmen (the driver and the enforcer who have a mission, and the arms dealer who doesn't). To switch to these characters, go into the Business page of the Empire menu and select one of the three icons (car, fist, or knife). To select a mission specific to these characters, go back into the Business page of the Empire menu and select a Felix lead.



**NOTE** Once you own 90 percent of the Little Havana turf, Babylon Club Redux is unlocked. Select your Satellite Phone options, and in the Business menu, choose "Get a Drink."



## MISSION 10: BABYLON CLUB REDUX

The constant killing, swearing, executions, murdering, and drug pushing is getting to you. You need a relaxing rant at a local hot spot, safe in the knowledge that only the most foolhardy of enemies would hire a bunch of paid assassins after kidnapping your only surviving family member....

*"Is this what it's all about? These rich f—king mummies?"*

### PART 1: PANIC AT THE DISCO

**NOTE** This mission begins only after you have taken over 90 percent or more of Little Havana's turf.



Babylon Club Location: D/E-6



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## Mission 10: Babylon Club Redux

It's time to get a drink. Select your Satellite Phone options, and in the Business menu, choose "Get a Drink." Your driver pulls up in the limo once you select this option.



Watch for one final "X" on the map—a contract killer who's taller and more menacing than the rest. He's the last to show up; cut him down.



**NOTE** It isn't necessary to purchase the stretch limo for \$250,000, although collecting exotics is of paramount importance to increasing your reputation.



You arrive at the Babylon Club and begin a drunken tirade about your career, or "killing, driving, dealing, and swearing." There's just enough time to notice you've been targeted for execution!



You drag the contract killer to a back room for interrogation. "The Diaz brothers send their regards. I hope they treated your mama well!" The last of your family is dead. The Diaz brothers just signed their own death warrants.



There's a hit on you, and around 20 gangsters are here to make sure you leave the Babylon Club in a pine box. Bring out your favored weapon, and quickly cut down the four enemies on the dance floor and steps near you.

You need some cover, so run to the stage, and drop the assassin in the crazy old man suit, then spend a few moments (optionally crouching) behind the bar, tearing apart foes coming in from the front doors.



Back up to the larger bar for cover, and continue to attack the waves of enemies. Strike the closest ones first. Run in, grab ammo they drop, then retreat.



**TIP** If you're low on health, run to the kitchen and chow down on a health pack. Use as much available cover as possible.





## MISSION 11: THE DIAZ BROTHERS

The Diaz brothers are not only behind the attempt on your life, but have also already taken your mother's life. This marks the return of the chainsaw, only this time in the hands of a vengeful Tony. There are two Diaz brothers: Edgar and Alfonso. Carve your way through Edgar's troops to reach him, and cut him limb from limb. Then chase Alfonso, and execute him in the same highly messy and grotesque manner.

*"...and f—k the f—kin' Diaz brothers!"*

### PART 1: DISMEMBERS ONLY

#### NOTE

This mission begins only after you have completed Babylon Club Redux.



Diaz Motors Location: E-10

You reach Diaz Motors and unlock the trunk of your car to grab the only weapon you brought in your haste: a chainsaw. You wander into the warehouse part of the building, where you're challenged by Diaz's crew. Bring it on!



#### TIP

You're fully enraged when you begin this mission, but it isn't necessary to attempt a Blind Rage just yet. Save it for the moment.



Read and digest the onscreen instructions on using the chainsaw, and don't forget to use the left trigger to lock-on to your enemy and use the right thumbstick to aim your chainsaw attacks at specific limbs. Head

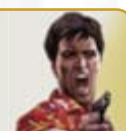
through the door into the storage chamber and begin your savagery.

This room, and the one adjacent, has a large quantity of yayo to grab as you continue to demolish the foes incoming with pipes.



#### TIP

For additional Balls during your chainsaw bloodbath, target specific body parts, and remember to taunt after every kill!



Edgar is standing at the top of a catwalk above the open storage room. Enter it from the lower level down the ramp, and bring chainsaw attacks to bear on the assembled punks inside. Then shrug off Edgar's fire and run at him.



You can catch Edgar and cut him down from here, but most of the time he runs out into the open back of the shop, and through to the showroom at the front, leaving you to deal with a dozen or so of his henchmen.

Once outside, a car pulls up and gang members get out carrying SMGs. Chainsaw one of them and immediately pick up his gun. Launch into a Blind Rage. Try to kill more than half the enemies during this temporary invincibility.



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## Mission 12: Little Havana Fronts—Havana Storehouse

Then pick off stragglers with more gunfire, taunting, and blowing up the explosive barrels nearby. Work your way toward the front of the shop, through the garage.



Alfonso takes off to the right, but then heads around town in a random direction, using alleys, main roads, and side streets to try to leave you in the dust. Smash through the front showroom windows in the Orient.



Bring out your micro SMG and target Alfonso. This makes it easier to spot him at a distance, but fire only when you get within approximately 20 feet (six meters). Ram him off the road, and keep crashing into his car, and firing while auto-aiming.



Edgar Diaz comes at you with a gun, so retaliate with your micro SMG or chainsaw, and then watch as Alfonso attempts to flee the scene in one of his high-end roadsters.

### PART 2: ALFONSO NEVER SAW IT COMING



Make sure you've picked up 100–120 bullets for the micro SMG when you begin to chase Alfonso, or you'll run out of ammunition before he leaves the car.



Eventually, after his exotic vehicle takes enough damage and begins to smolder, Alfonso gets out. Execute him by shooting him from your car, or get out and use the chainsaw.



If you run out of bullets while chasing Alfonso, use your vehicle and keep shunting Alfonso until his car is destroyed.



## MISSION 12: LITTLE HAVANA FRONTS— HAVANA STOREHOUSE

The recently departed Diaz brothers controlled this storehouse: a hub for cocaine distribution throughout this part of the city. You return to claim this venue for yourself, and gain a large increase in reputation in the process. Of course, the chazzers guarding this place don't have a satellite phone like you do, so they don't know their leaders have met death at your hands. Let them join the Diaz brothers in hell.

*"You're getting outta here right now! Don't push me baby, don't push me!"*

### PART 1: WHAT'S IN STORE?

Havana Storehouse Location: D-11

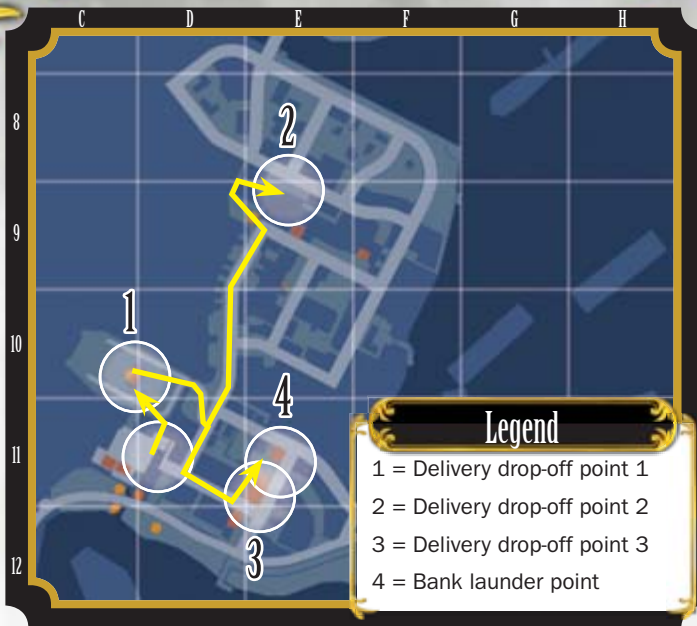
You swagger through the front gates of the warehouse, shouting about an impending war, so hopefully you brought a henchman who's handy with a weapon, as well as a large stash of weaponry. Don't fire yet, though!



The enemies usually don't fire until you draw your weapon, so run into the warehouse grounds and use the mini-map to pinpoint all your targets. Also, look for two distribution trucks; their location becomes important in a moment.





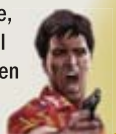


Start from the far end of the warehouse, near the second truck, and work your way back to the office to the left of you, just below a thug on the rooftop; pay special attention to locating him.



Bring out your weapon and engage the group of enemies at the far end of the warehouse near the second truck. Cut them down, then use the containers as cover and move to the middle of the warehouse grounds.

**TIP** To complete this mission with the most competence, you *must* build your Rage meter during this battle, using manual aiming and taunting. You should have a full Rage meter when you reach the final enemy, the storehouse manager.



Stay on the far side of the grounds, away from the building with the foe on the roof, and tackle each enemy from either mid-range or far range with your SMG. Build up that Rage meter! Now shoot the guy on the roof from long distance.



Check the mini-map for more foes and whittle them down until only one remains. As soon as he's down, more enemies appear from the warehouse office. Stand by the containers in the middle, and shoot each as they exit.



**TIP** There's plenty of health; the best time to grab some is before executing the manager. Look for health on the roof where the thug was standing, behind crates near truck #2 and the wall that the enemies smash through, and inside the storehouse itself. Find a micro SMG on the counter in the office, too.



Then enter the warehouse office, but don't move into the interior yet. Shoot everyone standing here, then back up, coaxing all but the manager out, and blasting them with your shotgun. Don't worry if one or two other foes remain with him.



## PART 2: KEEP ON TRUCKING



With everyone but the manager and a couple of stragglers dead, set up for the next attack. Move to the far white truck, and place your henchman there to guard it. With a full Rage meter, execute the manager, then switch to your SMG.

A truck smashes through a concrete wall from the Oakley Drive-in Theater, and eight or so putas exit. Immediately sprint out of the office, across the grounds, and launch into a Blind Rage!



Cut down everyone with your SMG. Pepper as many foes as you can to get them to stop firing at the truck and start aiming at you. When the Blind Rage wears down, stand between both trucks and spin around.

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## Mission 12: Little Havana Fronts—Havana Storehouse

The entrance is swarming with more enemies, and it's very difficult to keep the supply trucks from exploding. Keep an eye on their damage, and strafe the enemy with SMG fire so they attack you. Explode barrels to take out multiple foes.



Keep checking the mini-map for enemy locations, and drop them fast if they're close to either truck. More arrive and focus their attacks on the truck, so react quickly and drop them.



**TIP** If you don't have Blind Rage, or can't defend both trucks, just concentrate on saving one. You only need a single truck to complete this mission, although each truck gives you one kilo of cocaine.



**NOTE** Now you have completely taken over Little Havana. Congratulations!



### The World Is Yours: Little Havana Distribution



When the final foe croaks, the storehouse is yours, and you can begin to distribute your narcotics from this venue. Head to the open garage and select an exotic vehicle with great handling, armor, and speed.

Drop-off #1 Location (Oakley Drive-in Theater): C/D-10

Drop-off #2 Location (Cabana Cigar): E-8

Drop-off #3 Location (Pedro's Pawn Shop): E-11

JCS Bank Location: E-11



Plot your route using the map, and deliver drugs to Oakley Drive-in Theater, Cabana Cigar, and Pedro's Pawn Shop, in that order. Ignore the enemy vehicles attempting to stop you and concentrate on reaching each destination.



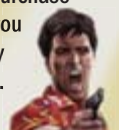
Then drive to the nearest bank, which is adjacent to Pedro's Pawn Shop, and launder this money. You can launder the money at any time, but when you do, the distribution mission ends.

Deliver to all three venues first for the most money.

Remember! You end your distribution mission by reaching the bank, but you don't launder the money until you talk to the teller. Get the best interest rate you can.



**TIP** Fortify your fronts before you begin distribution. Select the Empire menu and Turf. Select your fronts and purchase surveillance and henchmen to defend them. Although you have to pay to replace surveillance and henchmen, they fend off attackers and allow you to distribute with ease.



Continue to level up to Reputation Level 3 (500,000 reputation points are needed) using the now familiar tasks. You can then begin Freedom Town Redux.



## MISSION 13: FREEDOM TOWN REDUX

You receive a phone call from Pablo, who claims to be an associate of Sheffield. He mentions that Sheffield may have information as to where your wife, Elvira, might be.

Suspiciously, this ends up on a journey back to where you and Manny got your start in Miami, Freedom Town. Battling out from here with nothing except your fists is tough, but the revenge you'll exact on Pablo more than makes up for the bullets you'll need to shrug off.

*"When you got 'em by the balls, their hearts and minds gonna follow."*

### PART 1: DOWNTOWN, BUT NOT OUT

Pablo Meeting Point Location: N/O-4/5

Freedom Town Location: N-3

#### NOTE

You receive Pablo's call after you gain 500,000 reputation points, taking you to Reputation Level 3.

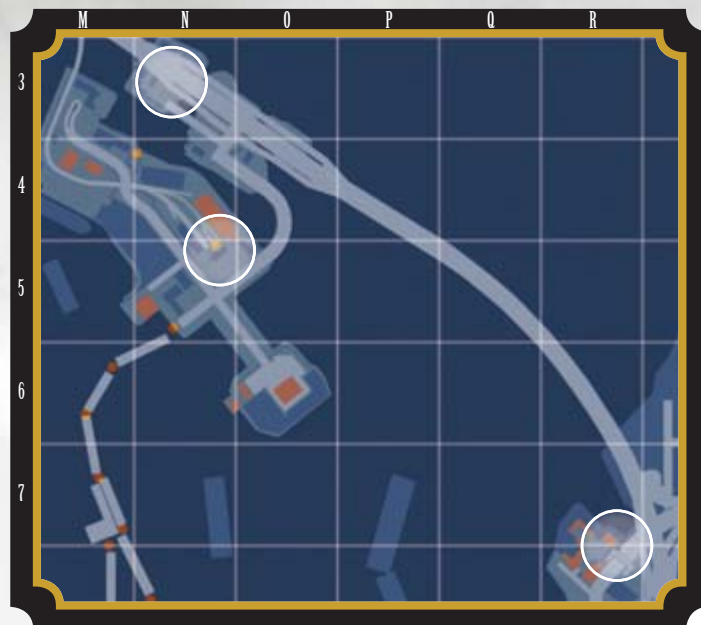


You meet Pablo at a large warehouse area in North Beach. Your weapons are confiscated and you're driven to an area that's rather familiar—it's a trap!

Pablo drops you off, but Elvira isn't waiting to greet you. Instead, around eight thugs appear from nearby storage buildings and attempt to cut you down with machetes, pistols, and AK-47s!



You lack any weaponry, so the first few moments are critical. Run and turn right immediately, sprinting away from the thugs down an alley with a green tent and burnt-out structure on the right.



Round the corner to the left, and wait here for the first two enemies to arrive, brandishing machetes. Tackle the first with punching, and get in before he swipes you. Pummel him to death.



Immediately pick up the machete he drops, and use it on the second enemy. If you time your attacks properly, you can defeat both foes without taking any damage.



Now comes the tricky part. Use the mini-map to locate an enemy with a pistol and not an AK-47. Make sure you aren't in the line of sight of any other enemy, then wade in and machete him.



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## Mission 13: Freedom Town Redux

Pick up the pistol and use it to attack the nearest foe with an AK-47 (use the AK-47 for the remainder of this ambush). Now stalk the shanty town, looking for enemies to fill with lead.



Kill around five more foes, and a jeep appears, parking on one side of the town. Ignore it for now, staying away from the enemies there, and check the catwalks for foes. Blast them all off the roof.



### TIP

Use auto-target to locate foes, then manually aim and taunt to build your Rage meter. Make sure it's full before you attack the jeep.



### TIP

Health packs are dotted everywhere, so locate and use them! One is beside the main building, opposite of where you were dropped off. Another is by the chain-link fenced area near the phone booths. A third is by one of the large tents. Two more are on the rooftops and catwalks above.



Secure health, then concentrate on the rooftop foes. You can climb the steps on many of the buildings (including the one at the far end, near the water) and take one down without being hit.



Use your built-up rage to demolish the jeep. Sprint at it brandishing your AK-47, enter Blind Rage, and cut down the crew sitting in there. If you can't enter Blind Rage, execute both foes from long range with accurate shots. Without Blind Rage, don't rush them or they drive away.



## PART 2: PULVERIZING PABLO'S POWERBOAT



Once you've cut down all the foes, Pablo arrives in a powerboat, deposits a few more thugs on the dock, and launches his craft in a desperate escape attempt. Prepare for a final batch of takedowns.



Battle to the dockside as quickly as possible. Blow up the explosive barrel near the gap in the fence, then cut through the four enemies with your AK-47. This is the other spot where you could use Blind Rage.

When you've defeated

everyone but Pablo, sprint down to the dock (grab the health on the left if you need it), then reach the waypoint and call your own powerboat, which pulls up alongside. Get in!



Put your guns away now.



The powerboat's mounted machine-guns are the only way you'll defeat Pablo. Quickly orient yourself with the map, and spin the boat around, heading up the channel after him.

### Leopard Storage Location: R-7/8

Pablo is heading for a private boathouse next to Leopard Storage. If he reaches this place, you'll fail in your mission to kill him. Increase your speed, and begin to blast him with the boat's machine guns.



Continue this constant barrage. Maneuver the boat to line up your target, and let rip! Close in and finish the job. You should have little difficulty using this technique. Using any other weapon is almost impossible.

### NOTE

Congratulations! The downtown part of Miami has now been unlocked!





## MISSION 14: DOWNTOWN FRONT

### O'GRADY'S LIQUOR STORE

The liquor store is about to be destroyed by Nacho's gang in an attempt to run out the current manager. You need to protect the stock from being completely destroyed. Naturally, this is achieved with judicious use of a firearm and copious amounts of swearing.

*"F---k 'em all! I bury those cock-a-roaches!"*

#### PART 1: LAST CALL FOR ALCOHOL

O'Grady's Liquor Store Location: H-4

When you're ready to start tackling the downtown venues, head to O'Grady's Liquor Store and go inside. Before you reach the manager, check out the three exits:



Exit #1: Next to the customer service counter.

Exit #2: Front entrance left of the wine shelves.

Exit #3: Across from exit #1 to the back storage.

These three exits become exceedingly important in a moment.



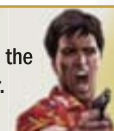
Head through exit #3 to the back room, and up the steps to meet the manager.

Goons are coming to shoot up the place, according to the manager, and it's up to you to save the stock, so there's some kind of business left to take over.



#### TIP

Find health in three places: behind the counter, by the manager in the back room, and next to a pile of boxes at the opposite the counter.



Nacho's gang attacks in three waves, driving up in jeeps and exiting the vehicles. Stay inside the store and prepare for the first one. They appear at exit #1.



#### TIP

Use a shotgun, and prepare to shoot incoming thugs before or just as they arrive. You can blast two or three with a single shot if you catch them at the doorway. This is by far the best plan. There's no need for Blind Rage here.



Kill all the gang at exit #1, then spin around and use auto-targeting to ensure that you didn't miss anyone. You have to defeat around six guys. Next comes another load of foes, tumbling out of their jeeps.



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## Mission 15: Downtown Front—Fidel's Records and Tapes

### NOTE

Nacho's men are trying to destroy the coolers and all store's alcohol, including bottles on shelves and boxes of beer. The meter in the screen's top-right corner tells you how much is left. If the meter reaches zero, you fail.



They appear primarily from exit #2, so move back from this exit, and meet them with shotgun blasts as they enter. When they're down, check exit #1; a couple more are behind you.



### TIP

This tactic allows you to save more than 75 percent of the store's goods, although it doesn't grant you any additional bonuses.

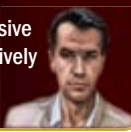


With the store saved, talk to the manager, who's now ready to sell. Hand over \$120,000 and the place is yours.



### CAUTION

Don't use any weapons with an explosive capacity, as these can destroy large quantities of stock, effectively ruining your own takeover plans!



A final wave arrives. These start from exit #3, so bring down the first few, then spin around and blast foes from exit #1. The next 30 seconds involves you checking the mini-map, moving to the exit where you see enemies, and bringing them down with shotgun blasts.



## The World Is Yours: Freelance Plans

Now tackle Downtown Miami and continue to expand your empire. Don't forget to:

Complete Felix leads to earn money, reputation points, turf percentage points, and to unlock supplier missions.

Complete small and large supplier missions, complete distribution missions, and deal drugs to earn money to purchase O'Grady's Liquor.

Clear gang nests to earn turf percentage.

Purchase exotics to earn reputation.

### NOTE

The race flag icon on the map, which represents race missions, is unlocked. Now is a good time to attempt the races. Approach the NPC with an arrow over his head and talk to him to initiate these races. Completing these races gives you money and reputation.



## MISSION 15: DOWNTOWN FRONT

## FIDEL'S RECORDS AND TAPES

The manager is under investigation for creating some mixed cassette tapes with backward masked messages "from the devil" on them. The manager's friend is currently listening to them in his car. If you can get the tapes back and destroy them, the investigation would no longer pose a threat to the store. The manager is most repentant, but his friend seems adamant about keeping his tunes.

*"I'm Tony Montana! You f—k with me, you f—kin' with the best!"*

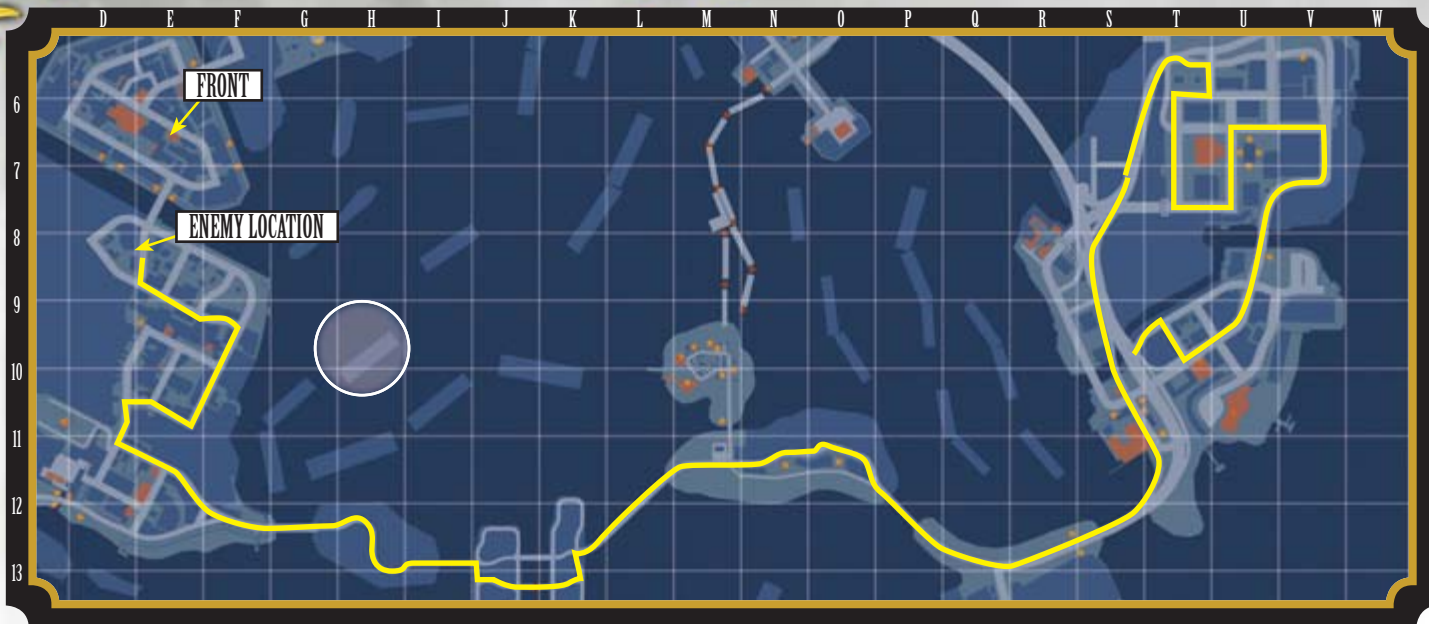
## PART 1: DEALING WITH THE DEVIL

Fidel's Records Store Location: E-6

Pick your favorite fast car from your exotics list, and park outside the front of Fidel's Records, facing southeast. Walk into the store and look around. There are some destructible items if you have too many bullets.







When you're done firing at the boom boxes, records, and even the Fidel's Records sign, head to the back room and converse with the spiky-haired dude. He's had some tapes stolen and needs them back, due to the "sensitive information" on them.



If you haven't already, either call a car or choose the ferocious-looking auto parked outside. You have two minutes to reach the place where the manager's associate is listening to the tapes. Use the map in this guide and follow that route.

The route is also marked on your mini-map, with arrows pointing at routes when you near a junction. As you approach the guy, he peels off in a very fast car. The chase is on!



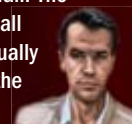
**TIP** The entire route the associate takes is shown on the map for this chapter. Refer to it to plot the route through the town. Another good move is to bring out a weapon and auto-target the fleeing vehicle, so you know where it's going and don't confuse it with other traffic.



Accelerate as quickly as you can along the same route as the guy takes. Ignore pedestrians, but try to avoid trees, buildings, and anything else that will bring you to a complete stop, such as hitting any vehicle except the one you're after.



**CAUTION** If you kill the manager's buddy, you fail. The manager wants the tapes back, not the guy's entrails strewn all over town. If the vehicle you're chasing gets too far away (usually around 250 meters (820 feet) away), the guy escapes, and the mission also fails, so keep up.



You must stop the car, which is achieved by shunting it about three times at high speed. Don't try to attempt this on a straight; cut in on a corner and sideswipe him.



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## Mission 15: Downtown Front—Fidel's Records and Tapes



If you're lucky, you may be able to block him in an alley or against a tree. Now pepper the car (not the guy!) with gunfire, or simply ram it until it catches fire.

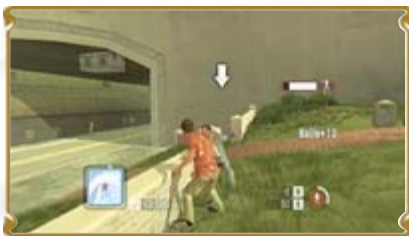
Otherwise, stay with the vehicle as it zooms across town. Don't try to ram him when you're both speeding on a straight as the impact force isn't great, and you usually end up slowing down.



If the chase reaches Beach Drive (where the two islands and sets of bridges are: J/K-12/13), your punk takes a right. Stay straight instead of following him, and ram him head-on when he arrives at the next bridge or freeway overpass.



Keep up the ramming until the guy leaves his vehicle, then give chase. Running and swiping the air behind him isn't the best way to stop him. Instead, sprint past him, turn around, then catch him with a punch as he arrives.



Keep on pummeling him until he has around 30 percent of his initial health. Check the health bar to ensure you aren't wounding him too much. If you accidentally kill him, you fail this mission.



If the foe sprints off and you can't catch him, wing him with a pistol shot to slow him down, but don't overdo it!



Pummel the guy until the tapes drop out of his jacket. He isn't giving up, so continue to batter him on the ground. Still, he fails to stop with the insults, resulting in a swift kicking, which ends up cracking your foot. Still, no permanent harm done...to you.



Return to the manager at Fidel's. "I destroyed your devil music, man!" you tell him. He's more than happy to work for you, providing you can stump up the \$160,000 it costs to buy the place.



### The World Is Yours: Freelance Plans

Now tackle more of Downtown Miami and continue to expand your empire. Don't forget to:

Complete Felix leads to earn money, reputation points, and turf percentage points, and to unlock supplier missions.

Complete small and large supplier missions, complete distribution missions, and deal drugs to earn money to purchase Fidel's Records and Tapes.

Clear gang nests to earn turf percentage.

Purchase exotics to earn reputation.





## MISSION 16: DOWNTOWN FRONT

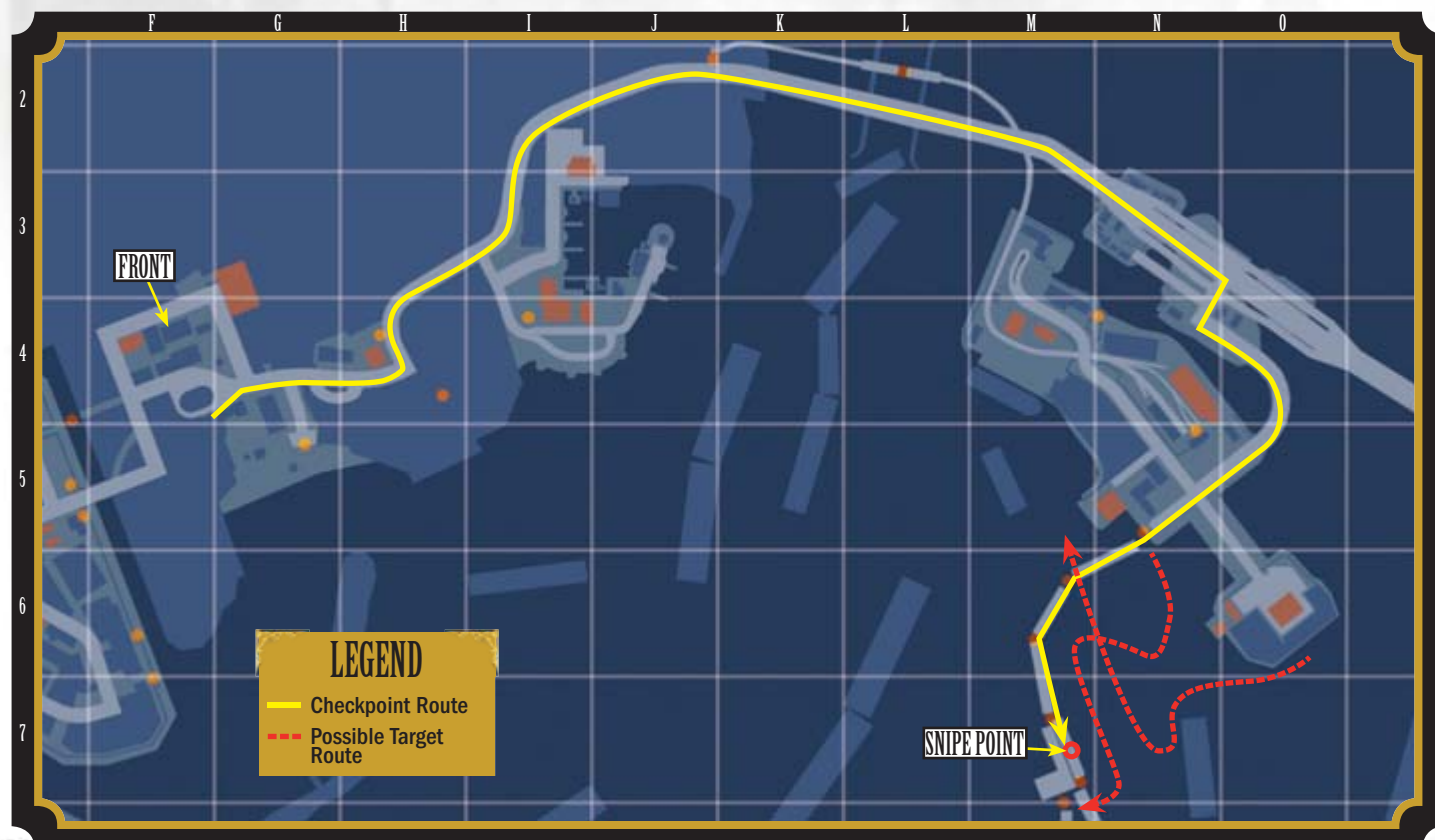
### U-GIN SHOTGUN BAR

The U-Gin Shotgun Bar manager's boyfriend has been sleeping around and is in league with the enemy. She's not particularly interested in selling her business, but if you help take care of her ex-boyfriend, she may reconsider. You agree, but instead of taking care of it yourself, you hire your own assassin to deal with it. She's an expert with the sniper rifle.

*"Shoot that piece of shit."*

U-Gin Shotgun Bar Location: F-4

### PART 1: THE HITS JUST KEEP ON COMING



Locate the U-Gin Bar, drive to the front, and go to the bar level, then the back room.

Alternately, park in the alley in back and use the fire-escape stairs.



Tony calls the hired assassin, who you control for the remainder of this mission. You have two minutes to reach your intended vantage point. Follow the red waypoint markers and keep your speed up.



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## Mission 16: Downtown Front—U-Gin Shotgun Bar



Move onto, then off the freeway, to a dockside area. Keep your speed up as you head onto a ramp, fly through the air, and land on a series of tankers and freeway sections. Stay at top speed or you'll miss your landing and fall into the water!

**TIP** When jumping over the barges prior to reaching your sniping position, aim your vehicle so it passes between the two orange cones at the edge of each jump. This gives you the correct trajectory so you can land on the next section.



If you land facing the side of a wall, or otherwise badly, back up and get enough speed to complete the next jump. If you land in the water, restart the mission.



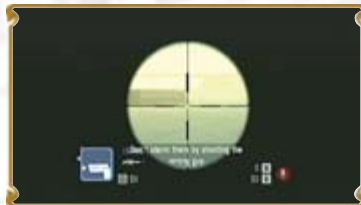
You should reach the sniping point with around 50 seconds to spare. At the final jump, leap to a piece of freeway section to your left, not the floating platform on the right.

### Sniping Vantage Point Location: M-7

You automatically emerge from your vehicle at the vantage point, and you're given a description of your target (which you can re-read at any time by entering your satellite phone navigation options): He's wearing a blue hat and purple jacket.



Check our map to see the route the target (and others) will take. You need to differentiate between your target and the other crew. Press your left trigger to enter the scope view, and zoom with and on your d-pad.



Fire with the right trigger. Scan the boats that usually appear from one of two areas, as shown on our map. Quickly flick between two areas as red dots appear on your mini-map.



Scan each boat, and ignore those not matching your target's description. The target appears randomly, but he's usually one of the last to arrive, so keep your aim steady, but don't fire!



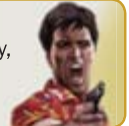
**CAUTION** If you strike the wrong enemy, the other crew members speed up, making aiming more difficult, but not impossible. The other tactic is to simply shoot all foes you see!



Continue to scan the boats until you spot the foe, and shoot him once. The sniper rifle is powerful enough to kill no matter where you hit your target.

### TIP

If he's getting away, and you lose line of sight on his body, shoot his boat a few times to blow it up.



As soon as the hit is over, the action reverts back to Tony at the U-Gin Shotgun Bar. Speak to the manager, and she tells you she's ready for you to invest in the place. Come up with the \$80,000, and it's yours!



## The World Is Yours: Freelance Plans

Now continue your domination of Downtown Miami to expand your empire. Remember to:

Complete Felix leads to earn money, reputation points, and turf percentage points, and to unlock supplier missions.

Complete small and large supplier missions, complete distribution missions, and deal drugs to earn money to purchase the U-Gin Shotgun Bar.

Clear gang nests to earn turf percentage.

Purchase exotics to earn reputation.



## MISSION 17: DOWNTOWN FRONT—BABYLON CLUB

There is a VIP in the club tonight— *"You need people like me."* an offshore account manager who's important to the club's business transactions and money laundering. The manager has been tipped off that someone may be attempting a hit. You must protect the VIP, because without his help, the club could go bankrupt. Escort him off the premises, with as few gunshot wounds as possible.

### PART 1: A HIGH-PRICED ESCORT SERVICE

Babylon Club Location: D/E-6

#### TIP

As with most other missions involving copious combat, it's a great idea to fill your Rage meter before you arrive at the venue.



Head to the Babylon Club at your earliest convenience, and spend a few minutes checking out the interior corridors. Walk from the lower gambling hall and toilets to the kitchens and alley exit at the back.



When you've familiarized yourself with the club's layout, head to the manager's office, and speak to Jack. He lets you know the score and tells you the club's about to be overrun. He isn't kidding!



#### TIP

The manager gives you a deagle handgun. This one-shot kill cannon is excellent for most of this mission.



Run down the backstage corridor, toward the club doorway ahead and left. Target and drop the couple of foes here with a

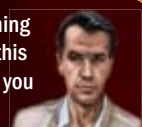


single shot each. Manually aim and taunt, too.



#### CAUTION

Be careful when you're manually aiming and taunting, as you may be overrun with enemies. Attempt this technique only when you face fewer than three enemies, and you can easily target them. Otherwise, auto-target.



Head across the right side of the bar, and go down the steps to the gambling hall. Dispatch the guy on the left, who has run down the left staircase. Dash around to the men's bathroom.

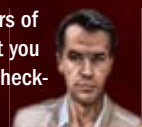
The VIP is in the bathroom, and he will now follow you. Head out of the bathroom, and stop near the right staircase. Begin a quick takedown of more than six thugs as you battle up the staircase on the right side. They're heading down the left side.



#### CAUTION

Your VIP friend lacks body armor and moves slowly, and it's imperative that you keep him safe. Check the distance meter in the screen's top-right corner. If you run more than 10 meters away from the VIP, he stops following you. He's now unprotected. Enemies begin to cut him down, and he can die in seconds!

Stop this from happening by getting back within five meters of him. At that point he becomes protected, and enemies fire at you instead. This is the only time where this is preferable. Keep checking the distance meter!



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## Mission 17: Downtown Front—Babylon Club

Climb to the top of the stairs, and work out the preferred way of reaching the outside. Don't stand and fire at every enemy, because there's a limitless supply. Keep right, and move along the right wall.



Blast foes coming in from the main entrance. Stay at distance, with the VIP behind you, and drop them all. Then head down the corridor to the right of the dance floor, checking behind you to make sure you're not attacked.

**NOTE** The deagle is great for one-shot kills, but it has a very slow firing rate. Swap it for one of the dropped AK-47s.



**TIP** There are three health packs: one behind the bar atop the stairs, one in the kitchen, and a third in the bathroom adjacent to the manager's office.



Move into the dining area, with it on your right side. Shoot the incoming foes, but keep moving, especially during the short breaks between the waves of attacking enemies. Turn right, and head for the kitchen door to your right.

Grab the health pack in the kitchen, and blast a few goons on the left, leading to the pantry and rear alley. Defeat the foes at the end of this alley. Then run down the short set of steps to the right, to the waypoint.



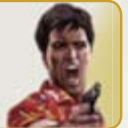
The VIP should be following you, and he cowers when he reaches this point. Now fend off a massive wave of foes for 30 seconds before the VIP's escape vehicle arrives. Keep your AK-47 out, and blast the enemies as they descend the steps.



This is the best place to finally fill up your Rage meter and unleash it. Spend the next moments cutting down more foes in a few seconds than you ever have before! Keep the carnage up until the car arrives.

**TIP**

Stand in front of, but a few feet to the left of the VIP, so enemy gunfire doesn't accidentally hit the VIP.



With the VIP whisked away, the enemies disperse. Head to the manager's office, and he agrees to sell the place and remain on as an employee: "Just tell me who you'd like verbally abused, and I'll comply with flying colors." Purchase the Babylon Club for \$1,000,000.



## The World Is Yours: Freelance Plans

Your stranglehold over Downtown Miami is almost complete. Spend some time achieving the following plans:

Complete Felix leads to earn money, reputation points, and turf percentage points, and to unlock supplier missions.

Complete small and large supplier missions, distribution missions, and deal drugs to earn money to purchase the Babylon Club.

Clear gang nests to earn turf percentage.

Purchase exotics to earn reputation.

Level up to Reputation Level 4 (1,000,000 points required).

**NOTE**

You can tackle the Marina Storehouse once your reputation is at Level 4.





# MISSION 18: DOWNTOWN FRONT

## MARINA STOREHOUSE

Nacho Contreras runs his downtown operations out of this storehouse, and it's about time to take this piece of turf back. You and your henchman find this place swarming with Nacho's goons, and a fierce battle breaks out. If you can fight your way to the roof and spray bullets like a maniac, taking down Nacho's helicopter, you can take over this important distribution hub.

*"Do you know what a chazzer is? It's a pig that don't fly straight."*

### PART 1: NACHO'S PAST HIS SELL-BY DATE

Marina Storehouse Location: 1/J-2/3

#### NOTE

Begin this mission once you've reached Reputation Level 4.



You and your henchman pull up to the gates of the storehouse compound, and stride over, exclaiming this place to be under your control. Enforce this order with an AK-47, or your favored black market firearm.



#### TIP

Before you begin battle, keep your guns holstered, and run around the building's ground floor. You can scout the layout, and shrug off insults rather than bullets. When you're done, return to the gate.



There are numerous methods for battling this place, but the following is optimal. Draw your AK-47 and stand at the gate, and cut down the first foe running in.



Back up slightly, and strafe three or four additional enemies from the gate area. Ideally, manually target and taunt each one. You'll half fill your Rage meter if you do!



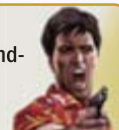
Step out into the grounds and face right. A group of foes is charging you, and you have two choices: taunt and cut down each manually, or blow the large gas canister on the right, behind the gate hut.

This kills everyone in seconds, but doesn't increase your Rage meter. Both tactics are excellent. If you've sustained injuries and don't have a filled Rage meter, jog along the right fence, past the stairs, turn left, and grab the health pack.



#### TIP

Check your mini-map to make sure you've disposed of all ground-level goons before you climb the stairs.



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## Mission 18: Downtown Front—Marina Storehouse

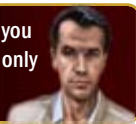
Climb the stairs next. If you've been slaying professionally, without exploding the gas canister, you can start a Blind Rage rampage as you reach the top of the stairs, slaying all foes until you reach the roof.



If you can't manage this yet, or don't wish to use the Blind Rage, move up the stairs, blast the exploding barrels, then retreat downstairs and use auto-targeting to bring down four or five enemies waiting above. You can use the right corner at the top of the stairs for cover.



**CAUTION!** These guys have AK-47s and can kill you in a second at close range. Stay away and try manual aiming only if you can shrug off a shot or two!



### PART 2: ROOFTOP RUMBLE

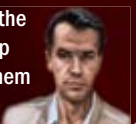


With all foes dispatched on this second level, claim the health pack from under the next set of steps. Now climb up the steps, onto the catwalk, and make a right turn.

You're almost up on the roof, but there are five more guys. Sidestep facing right, and slay the nearest one, then retreat. Stay under cover and slay the goons who come to investigate.



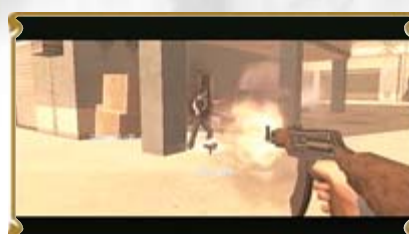
**CAUTION!** Running onto the roof and attacking the foes isn't wise, as you're exposed and close to them. Sneak up and down the stairs on the catwalk to defeat them, coaxing them back so they're exposed.



As soon as the last foe is dispatched on the roof, grab the health pack if you wish, along with a grenade launcher at one corner (keep the AK-47 though!). A lower level garage opens and about eight more goons pour out!



You can slay them all from the rooftop, aiming down on them, then backtrack down the stairs to finish them off. However, an incredibly violent and quick plan is to launch into Blind Rage as soon as the garage door opens!

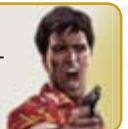


Then *fall* off the roof onto the ground below where the foes are pouring out, and slay everyone in seconds! The fall won't kill you because you're invincible!

Now comes a helicopter! The best plan is to stay on the ground, use your AK-47, and auto-aim at the foes sitting in the chopper. Shoot them first so you aren't caught by their gunfire, then aim at the chopper's chassis, blasting it until it explodes!



**TIP** You can stay on the roof, using the vents as cover, and bounce grenades into the craft. However, the exploding barrels and canisters make this a problematic proposition, and the launcher is difficult to aim.



**NOTE!** You should now have completely taken over Downtown Miami! Congratulations!



### The World Is Yours: Downtown Distribution

After the helicopter descends in a fireball, you can begin to distribute your narcotics from this venue. To begin, head to the open garage and select an exotic vehicle with great handling, armor, and speed.





Drop-off #1 Location (O'Grady's Liquor Store): H-4

Drop-off #2 Location (U-Gin Shotgun Bar): F-4

Drop-off #3 Location (Babylon Club): D/E-6

Drop-off #4 Location (Fidel's Records): E-6

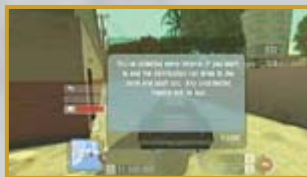
Drop-off #5 Location (Cabana Cigar): E-8

Drop-off #6 Location (Oakley Drive-in Theater): C/D-10

Drop-off #7 Location (Pedro's Pawn Shop): E-11

JCS Bank Location: E-11

Just as you did for the Little Havana distribution plan, plot your route using the map, and deliver drugs to O'Grady's Liquor Store, U-Gin Shotgun Bar, Babylon Club, Fidel's Records, Cabana Cigar, Oakley Drive-in Theater, and Pedro's Pawn Shop, in that order. Ignore the enemy vehicles attempting to stop you, and concentrate on reaching each destination.



Then drive to the JCS Bank next to Pedro's and attempt to launder the money at an acceptable rate. You have more venues this time, so expect more enemy encroachment.



Remember! You end your distribution mission by reaching the bank, but you don't launder the money until you talk to the teller. Attempt to get the best interest rate you can.

**TIP** Be sure to fortify your fronts before you begin distribution. Select the Empire menu, and choose Turf. Select your fronts and purchase surveillance and henchmen to defend them. Although you have to pay to replace surveillance and henchmen, they fend off attackers and allow you to distribute with ease.



At any time before, during, or after the distribution, you can receive a phone call from a mysterious caller named "the Sandman."



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## MISSION 19: THE SANDMAN

Your operations in Miami are still strictly small-time, and you need a source to import the cocaine. Fortune smiles upon you as the Sandman, owner of the island chain south of Miami, calls you and offers a meeting. Head south, take in the new scenery, and begin to really establish your empire.

*"You on the islands and me on Miami. You grow it, I sell it."*

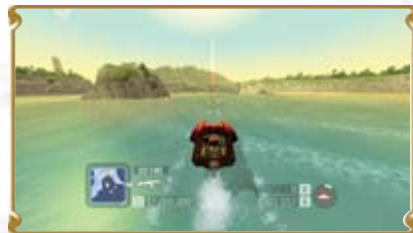
### PART 1: ENTER THE SANDMAN

Sandman Location: S-17

Ideally after your downtown distribution and money laundering is complete, use your satellite phone to receive a call from the Sandman. He requests that you meet him on an island south of Miami.

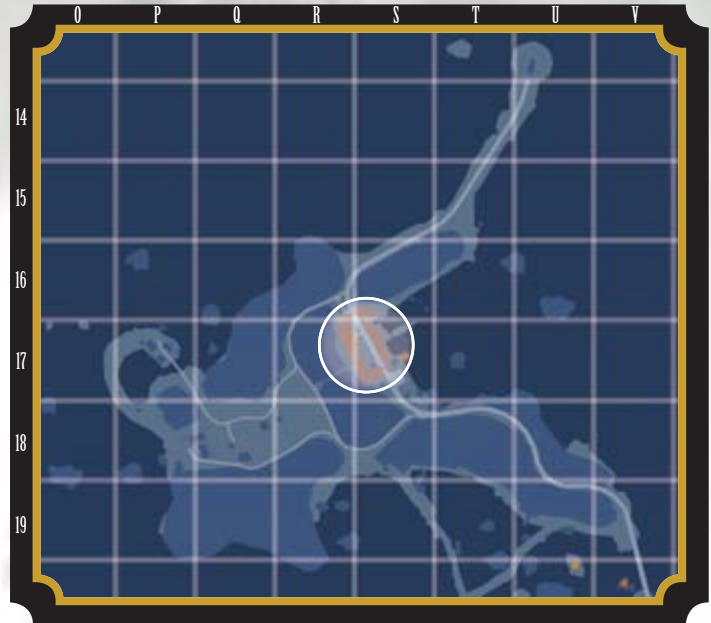


Move to the nearest dock location and call either a boat or the float plane (remember to purchase boats that you'd like to use for this purpose!).



If you choose the boat, exit the dock and travel south until the islands appear on your in-game map. You're heading to the southeast island. Ignore the drug-runners and enemy boats firing on you. Move directly to the Sandman. You can also

use the teleport boundary as a shortcut from this area.



If you took the float plane, you can choose any dock and fly directly to it. Cycle through your options until you get "Venus Bar Dock." Fly there.



After you reach Venus Bar Dock, call or take a boat around the island to the dock where the Sandman is waiting. Head onto the dock, then to the ramshackle deck where the Sandman awaits.



Talk to the Sandman, and he agrees to become a large-scale distributor to you, and offers you numerous leads. First, however, he recommends you visit Venus Bar and talk to Venus.





## MISSION 20: VENUS BAR

You made your main contact, but you've still got to locate Nacho Contreras and investigate the island chain. The Sandman recommends that you check in with Venus; she knows much about what's happening in this place.

*"Okay, now you speak my language, baby!"*

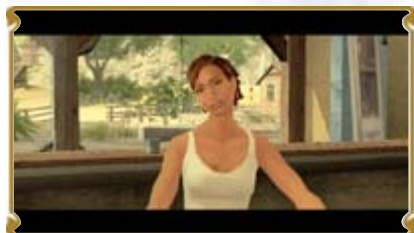
### PART 1: BEACHFRONT BRAVADO

Venus Bar Location: V-22

Once you've met with the Sandman, seek out the Venus Bar on the island's southern tip. This is also an excellent opportunity to drive around the island and learn the layout.



For example, you can drive along the ocean road, or take a dirt road to your right, to the lighthouse and across the sand dunes to the Venus Bar.



When you reach the bar, make contact with Venus herself. The local law enforcement isn't going to cause any trouble, but rival gang factions may. Venus suggests you help a couple of bar patrons with their problems.

Two island reputation missions become available: Rescue the Daughter and Races. Speak to either of the tagged bar patrons and begin your ancillary missions.



### The World Is Yours: Freelance Plans

Your task now is to increase your reputation to Level 5: 3,000,000 points. Achieve this by attempting the following:

- Complete Sandman leads to earn more money and reputation.
- Complete any available island reputation missions.
- Head back to Miami, and attempt any Felix leads and other mainland-based activities.
- Purchase exotics.
- When you reach Reputation Level 5, check your satellite phone for the waypoint to head to.

**TIP** Attempt as many island reputation missions as you need to raise your Reputation level to 3,000,000. Consult the section marked "Island Reputation Missions" later in this guide for all the available ancillary missions.



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## Mission 21: Nacho Contreras

# MISSION 21: NACHO CONTRERAS

While talking to Venus, you discover that Nacho Contreras, your rival in Miami, is running an illegal casino out of an abandoned oil tanker on Black Sands Island. The time has come to pay him a little visit. You meet up with Nacho's accountant, and then the man himself, who leaves a lengthy welcoming committee for you to meet, greet, and defeat.

*"Why don't you try sticking your head up your ass? See if it fits."*

## PART 1: GAMBLING AND GUNFIRE

Nacho Contreras's Casino Tanker Location: G/H-10/11/12

### NOTE

Visit Nacho's tanker once you reach Reputation Level 5 (3,000,000 points).



Once you reach the gigantic tanker, be sure you have a large quantity of weapons and ammunition, then step into the ship itself. Make a right turn and view the casino.

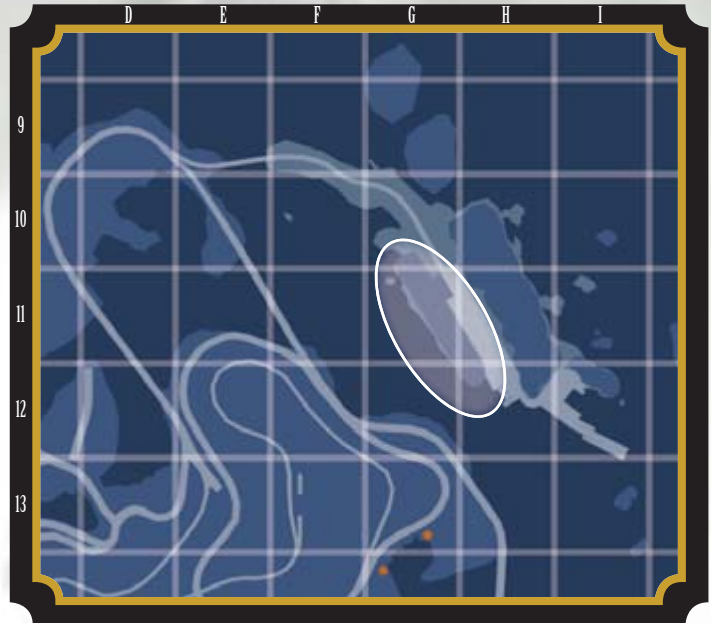


Turn left and you can play blackjack, the slots, and video poker. Or, you can move into the main area (either left and around via the gap next to the red curtain, or straight ahead, ignoring the gambling).

The fenced-off cage is where you can bet on either illegal cockfighting or bare-knuckled battles. Be sure to lay down some cash here, as a correct predication can net you up to \$25,000. Once you buy Montana Sports, then you can bet up to \$250,000.



The remainder of the casino contains a dance floor, stage, a couple more betting machines, and Nacho's accountant. Head over and speak to her. Nacho arrives and the battle begins to take him out!



### TIP

Don't forget to bank your casino winnings inside the ship before you speak with Nacho's accountant!



## PART 2: YOUR CONTRERAS IS MINE!



Stay on the upper catwalk and slay the foe incoming from the doorway. Then move around to the left and slay the guy at the far door, but don't investigate it yet. Instead, head into the side door on the left.

### CAUTION

As you progress through the tanker, executing Nacho's goons, you must weigh the benefits of two different attacking styles. If you're failing using one technique, try the other (or better yet, try a combination of the two):

Technique #1: Manually target each foe, shoot him, then taunt.

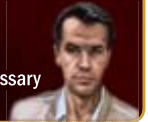
Advantages: You build your Rage meter quickly.

Disadvantages: You can miss at close range, and takedowns take a little longer. You're motionless when taunting, making you vulnerable.

Technique #2: Auto-target each foe, with an optional taunt.

Advantages: Quick and easy takedowns.

Disadvantages: You gain little of the Rage meter build-up necessary to survive the tanker battle.





You must tackle six foes at extremely close quarters. You may wish to save SMG ammo and choose a shotgun (or pick one up instead of your pistol) and deliver strikes to multiple close-range targets with one blast.



Head along the winding corridor, blasting enemies with your shotgun as you can. Descend the steps and kill another foe, and move to a junction room with a few more thugs inside. Slay them from a distance.



Step into the junction room, and check the stairs to the left. Descend, blasting as you go, and pick up the AK-47s the enemies drop. This is a great weapon for the chambers to come. Head around the right corner, into an office.

**CAUTION** The reasons for building Blind Rage are now obvious; you have only limited health, so make every shot count! This office is a good place to implement Blind Rage. Charge all the way to the engine room.



Stay at the doorway to the office, and then step out as the coast becomes clear, slaying a couple of enemies inside and two more on the stairs. Ascend to the next entrance, and blast a couple more foes in the stairwell.



**TIP** Head down at the stairwell and claim 600 grams of cocaine before you continue upstairs!



Move up to the top of the stairs, using the doorway as partial cover, and bring down three foes in this linking chamber, and another at the doorway as you wind around to the entrance to the engine room.



Enter the engine room entrance, slaughter anyone ahead, and watch for the enemy to your right, through the barred fence. Claim the health pack here, or if you've just used your Blind Rage, backtrack for it after you clear the engine room.



Enter the engine room, bring out an SMG or AK-47, and use auto-targeting to locate each enemy. Shoot each as soon as you near him, and constantly tap the auto-target trigger and watch the mini-map to check for more foes.

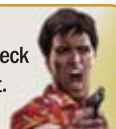


You tackle about 12 as you wind through the engine room. Shoot foes as soon as you lock-on (remember some will be above or below you). They all appear from the stairwell at the far end. Then backtrack for the

health if you wish, or head up the far stairs to a checkpoint.

**TIP**

The checkpoint allows you to return here if you f—k up during the deck battle, but it's preferable to survive or the coke you took will be lost.



## PART 3: HITTING THE DECK

Head up to the deck entrance and slay the foes in this room, then explode the barrels ahead of you and step out onto the deck. Blast the barrel ahead of you as you exit, and all those surrounding you.



**TIP**

Shooting the large fuel canisters and explosive barrels before you reach them is the key to surviving this deck rampage. Use these to kill enemies, but don't stand near them because the enemies will explode them, defeating you in seconds. Take your time!



Head left, and blast the canister under the stairs, then all the barrels. Run backward up the stairs, looking upward. Bring down the foes on the deck above. Do the same on the next set of steps, and blow all canisters and barrels.



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## Mission 21: Nacho Contreras

Proceed onto the main deck, blasting all barrels, and into the bridge area. You could use Blind Rage here, but there's a health pack just on the other side of the bridge room. Shoot enemies from the deck outside, then enter.



Turn left, proceeding along another part of the deck ending in a right turn, with a rickety platform to dash over. Turn right, step back onto the deck, and blast more bad guys. This is a second checkpoint.



Shoot the foes from inside the bridge, then step out and begin to slowly move down the outside stairs, shooting all the barrels on the deck below and bringing down the enemies with AK-47 fire.



Head down the stairs slowly, blasting more bad guys and barrels. Look in the area on your left by the third set of downward stairs, and grab 400 grams of coke.

**NOTE** Complete this mission without dying, and you can claim the entire 1,000 grams yourself!



At the next set of steps, destroy the fuel canister, then the barrels and enemy down below. Turn right, strafe a couple more enemies, then go on a slow, methodical barrel-blasting jag as you slowly head up a short set of stairs, then left.



At the next staircase down, aim at the barrel atop the crate pile ahead, and blast two foes. Then use the pile as cover and bring down another enemy on the deck left of the two sets of parallel stairs. Then ascend them.



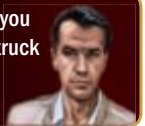
## PART 4: EATING NACHO



Move left, into the containers, and watch for a set of barrels on the right too close to blow up. Catch the enemy on your left and ahead before he blasts them! Then watch as two snipers appear from the far end of the deck.

### CAUTION

Snipers can defeat you in seconds if you stand still, so stay in cover and keep moving to avoid being struck and killed.



It's important to remain vigilant and blast the fuel canister ahead, then step out and shoot the gray barrels along the right wall. Run and take cover behind them, then shoot the red barrels near the snipers.



### TIP

This is an excellent spot to launch into a Blind Rage. Dash at the snipers and strike both down!



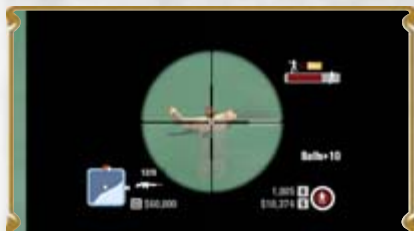
Without any Blind Rage, step left and use the containers as cover, and work to the foot of the sniper stairs. Then step right, manually shoot the snipers with SMG or AK-47 fire, and then step left, back into cover. Do this until both snipers fall.



"See you in hell, Montana, with Manny and Gina!" Nacho yells, before dropping off the side of the boat. Nacho is attempting to swim to an escape boat. It's time to make him bleed!



Peer over the side of the boat, and look for Nacho swimming. Bring up the scope and aim at Nacho's body. It takes three shots to slow him down, so keep an eye on his distance to the escape boat, and don't zoom in too far.



After the third shot, Nacho stops and bobs up and down in the sea, bleeding profusely. These are shark-infested waters, and a great white lunges out, devouring the fat man whole! Another Miami drug kingpin has been snuffed out.

## The World Is Yours: Freelance Plans

Begin "The Dock Boss" mission at your earliest convenience. Remember though, you should still achieve the following:

- Complete Sandman leads to earn more money and reputation.
- Complete any available island reputation missions.
- Head back to Miami, and attempt any Felix leads and other mainland-based activities.
- Purchase exotics to raise your reputation level.

## MISSION 22: THE DOCK BOSS

You've just taken care of Nacho Contreras and you're planning to leave Black Sands Island when you come across the dock boss, who is upset about approaching oil pirates. Help the dock boss defend his oil from the marauders and perhaps there'll be something in it for you.

*"Who put this thing together?"*

### PART 1: CRUDE TAKEDOWNS

Oil Refinery Location: H/1-12

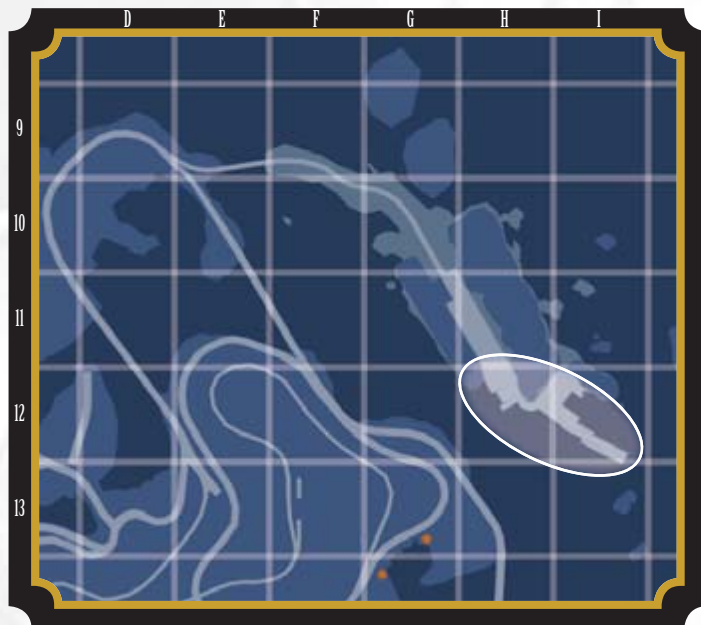
Head to the dock boss, who's close to Nacho's tanker, and talk to him. He needs help holding a gang of oil pirates at bay. He asks if you can handle a machine gun. "What I look like? Some kind of stewardess?" you respond.



You're given an exceptionally powerful machine gun, so use it. Begin by targeting the incoming van, and shoot it until it explodes.



Strafe the area for a couple of seconds, bringing down the enemies swarming near it.



Then turn right, and shoot up a second van heading your way, catching foes in the explosion. Begin to quickly mop up the enemies. You cannot auto-target, so strafe and destroy. If you see a target on your mini-map near the barrels, execute him first.



### CAUTION!

If the dock boss dies, the mission fails. Periodically check on his location, shoot enemies that fire on him, and do not target him yourself!



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## Mission 23: The Informer

After you deal with the first wave of pirates, more appear from a helicopter, landing on the dockside refinery. Stand on the dock's left end, near the water and two of the sets of barrels, and begin to cut down enemies.



Move back to the road area and begin to cut down the fourth wave, swarming from the same directions as the first wave. There are no vans, just foes on foot. Bring these punks down and save at least one of the three stacks of oil barrels.



Quickly sidestep from this dock edge to between the first two refinery vats, and blast all the foes on the ground and the catwalk above. Then step back again. Repeat this until the second wave is quelled. A third wave is attacking via sea!



Stand by the set of barrels near the dock where the boats are pulling up, and strafe the incoming foes. Blow up the explosive barrels near the boats and on the dock to stop the enemies' progress. Then strafe all enemies to death.

**TIP** Find health in the area between the barrels. You only need to keep one set of barrels intact, so cover the stack that's least damaged. Check the damage rating for the stacks and the dock boss to ensure that you don't fail.



**NOTE** Speak to the dock boss again to attempt the next mission: "The Informer."



## MISSION 23: THE INFORMER

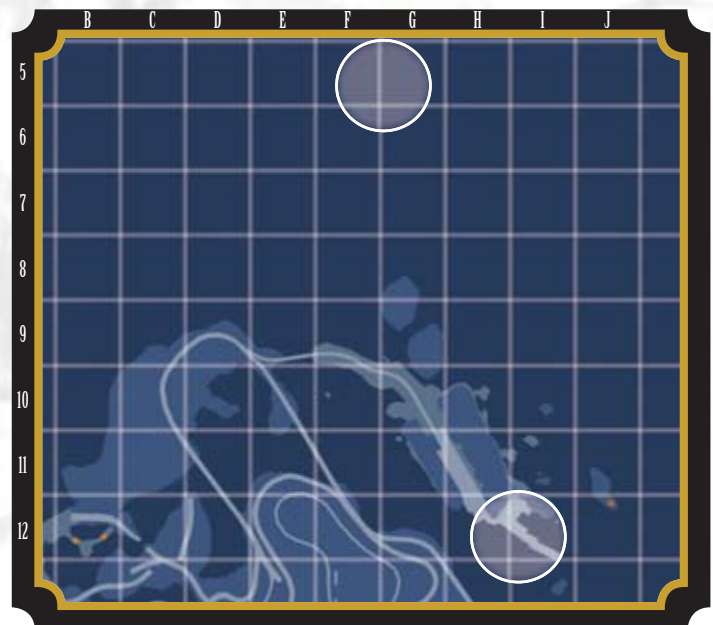
After you help the dock boss save his oil supply, you're told that an informer is about to squeal on the illegal oil operation to the feds, which would result in the islands becoming a virtual hive of authority figures. You agree to handle this as well.

*"Well, you stupid f—k, look at you now!"*

### PART 1: FRIGATE ABOUT IT

Oil Refinery Location: H/I-12

Before you talk to the dock boss, use your satellite phone and call an exotic boat to the dockside. You need one with weapons and heavy armor, so use the one with the largest amounts of each.





Now speak with the dock boss. An informer is about to blow this oil operation clean out of the water! Chase him down and execute him. He's on the escaping boat.



Dash down to the dock and leap into your armored boat. Don't take the waiting speedboat—you won't last more than a few seconds. Speed away, heading on an intercept course with the informer's boat.



### CAUTION

If the informer's boat reaches more than 300 meters (1,000 feet) away from you, he escapes.



The informer's boat is heavily armored, so use a combination of your craft's weaponry, and if need be, your own AK-47 gunfire (or grenade launcher fire) to damage the boat until it sinks.



You can also target the informer himself. He's on the upper deck. Shoot him until he yields. Use a weapon that you can aim manually to get a decent shot.

### TIP

Shoot the boat's captain and the craft is less likely to fire on you.

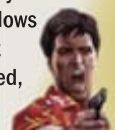


Stay at least 60 meters (200 feet) away from the boat, and don't follow directly behind it. If you do, the informer's companion fires a bazooka, which can cripple your boat and kill you with a single shot!



### TIP

Remember that the auto-target lock-on also keeps your boat at the speed it was at when you pressed the left trigger. This allows you to concentrate on aiming with the right thumbstick and not losing sight of the boat by slowing down. Match the boat's speed, then lock-on.



As the informer heads north, escort boats attempt to thwart you by engaging you one at a time. Break off from tackling the informer and blast the escort boat before rejoining the chase.



Continue this plan of breaking off to engage the escort boat, then attacking the informer's boat. Try attacking the informer's boat from the sides, and zigzag around it to avoid the bazooka fire. Keep this up until you defeat the boat, or it reaches a Navy frigate.



### Navy Frigate Location: F/G-5



The Navy frigate is bristling with guns, so keep your speed up! It is very difficult to kill the informer once he reaches the frigate, so try to execute him before this happens.

You now have two escort boats and the frigate's weaponry (a multiple missile launcher) to contend with. Attempt a daring run as the informer's boat docks. Kill him within 30 seconds and try to escape.



Once you've slain the informer, return to talk to the dock boss and talk to him about Nacho's tanker, beginning this mission.

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Mission 24: Island Reputation Mission — Kidnapped

## The World Is Yours: Freelance Plans

Before you begin “Nacho’s Tanker,” attempt any remaining island reputation missions. These are purely optional, but this is the best time to try them (except for “Baggage Check”).

Complete Sandman leads to earn more money and reputation.

Complete any available island reputation missions, all of which are now available (except for “Baggage Check”):

- Kidnapped
- Gang Land
- Races
- Baggage Check
- Contra Band

Head back to Miami, and attempt any Felix leads and other mainland-based activities.

Purchase exotics to raise your reputation level.



# MISSION 24: ISLAND REPUTATION MISSION — KIDNAPPED

A gang has kidnapped an island resident’s daughter, and he needs your help rescuing her unscathed before the real party begins. There are 21 Columbians, cash, and cocaine. It’s time to break up this weenie roast by driving to the hotel she’s holed up in, gunning down every enemy in your way, and returning the girl to her father.

*“I don’t need this shit in my life.”*

**NOTE** This mission is optional. It’s worth attempting, however, because every island reputation mission increases your reputation, Balls, and/or cash.



## PART 1: BRING THE DAUGHTER TO THE SLAUGHTER

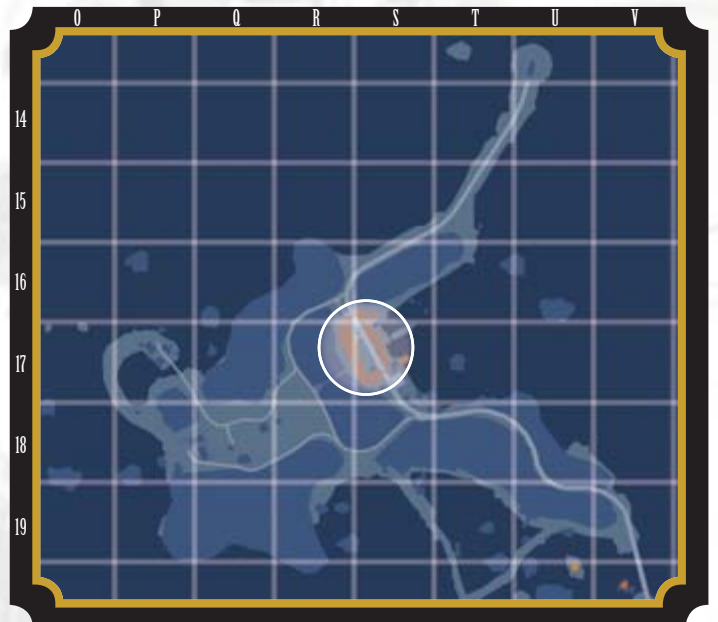
Kidnapped Victim’s Father Location: V-22

**TIP**

The optimal time to attempt this mission is just after you speak with Venus.



Speak to the father, who gives you directions to a burned-out hotel on the same island. If your gang heat is low enough, follow the road to the settlement and park in front of the underground parking lot. Otherwise, head left from the bar, over a sand dune, and across the sand to a lighthouse. Head up hill on the dirt behind the lighthouse.



Continue up the hill, and don’t miss the narrow gorge on the right. Drive down there and you can assault the parking structure behind the enemies without them spotting you. Park by the stairwell exit.



## TIP

Make sure you have Blind Rage almost ready to activate before you arrive at the hotel by killing various gang members on the way, ideally at the lighthouse.



## Kidnapped Daughter's Location: R/S-17



Don't enter the stairwell. Instead, remain on the ground and bring down three foes at the base of the stairwell. This starts a timer: You have 1:30 to reach the daughter and defeat all the enemies.



Wait at the base of the stairwell for a couple more enemies to come running in. Blow the barrel to the right if you need to, and then move up to the next level. Expect heavy resistance on this second floor.

Launch into a Blind Rage and remove the foes on the stairwell above you, and then everyone on this level. Then climb up to the top floor and execute the thugs guarding the girl across the floor from you, before Blind Rage wears off.



## PART 2: TAKE THE DAUGHTER AWAY FROM THE SLAUGHTER

Use auto-targeting to shoot the two enemies holding the daughter, so you don't accidentally hit her.

Now check your map and look for any more red dots. Find them and kill them

before you move to the daughter. Check the same floor for health packs and ammo.



Now move to the daughter and get her to follow you. If you've defeated all enemies, simply (and slowly) walk down to the ground floor, exit, and get into your vehicle.

## NOTE

The daughter follows you until she's shot at, and then she ducks. Place yourself between her and the attackers, defeat them, then ask her to follow you again.



Once in the vehicle, head back to Venus Bar. Go up the narrow gorge behind the hotel, turn left, and head down past the lighthouse for a safer trip across the sand dunes—as long as you don't lose control and end up in the ocean! Call a boat if this occurs.



## CAUTION

If you take the road, you'll see (and have to ram through) blocks set up by the gang. Accelerate to maximum speed, and smash through all stops.



Stop at the Venus Bar and head over to the father, who's ecstatic to be reunited with his daughter. Collect the additional reputation, and choose whether you wish to continue attempting island reputation missions.



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# MISSION 25: ISLAND REPUTATION MISSION— SMUGGLER'S RUN

Both the main islands offer races featuring dirt paths, sand dunes, and cracked tarmac. All are exciting and the rewards are very much worth your while.

*"What's with this dishwasher, chico?"*

**NOTE** This mission is optional. It's worth attempting, however, because every island reputation mission increases your reputation, Balls, and/or cash.



## PART 1: OFF TO THE RACES

Island Race Location #1: V-22

Island Race Location #2: F-15

**TIP**

The optimal time to attempt these missions is just after you speak with Venus.



You now can unlock all of the races, both in Miami and on the islands. Refer to the general race tactics for further information on racing, and racing in Miami. The following refers to the two sets of races on the islands.

Find a contact for the race by the Venus Bar.



Find another contact for a second set of island races by the gas station.



**NOTE**

There are a series of races located at Fountain Rock, Lobster Cay, Little Havana, Downtown, North Beach, and South Beach. Attempt the Miami races when you return to the mainland.



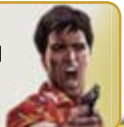
There are two race types: beat the clock, or beat other cars. Complete the course within the challenge time, or come in first, and you'll unlock the next race in the series. Complete all races and you receive \$900,000 and other rewards.



When racing in the islands, you should purchase two different vehicles from your exotics collection: the Ariel MK III and the Rattler. The Ariel has exceptional speed and handling, and it works just as well on sand and tarmac.

**TIP**

The Ariel doesn't have much armor, but this isn't much of an issue in the islands. Simply keep your speed up and avoid other drivers, and you can shave tens of seconds off the challenge times!





# MISSION 26: ISLAND REPUTATION MISSION

## CONTRA BAND

Cornelius, a contact of the Sandman's, needs you to take a specially modified sport fishing boat to Black Sands, pick up a weapons shipment, and then return to him at Devil's Cay. He fears there is an informer in Black Sands. Expect pirates!

*"Who do I trust? Me!"*

**NOTE** This mission is optional. It's worth attempting, however, because every island reputation mission increases your reputation, Balls, and/or cash.



### PART 1: HIJACK ON THE HIGH SEAS

Fishing Boat Location: J-23

#### TIP

The optimal time to attempt this mission is just after you complete "The Informer."



You begin at Devil's Cay. Select your weapons and ammunition, then talk to your contact. Walk down the dock to the fishing boat on your left, and board it. Begin to travel toward Black Sands and make a right.

Stay to the right of the two islands with natural arches, and scan the mini-map for signs of pirates. If any appear, dodge around them or engage them in combat, but be careful—this boat isn't well armored!



Oil Refinery Boathouse Location: H/I-12



Continue toward Black Sands, looking for the giant Nacho's tanker, and swing right, into the docks where you secured the oil drums with the dock boss. Moor your vessel inside the boathouse, slowing down with care. Talk to the boss.



Some damn chazzer sets a crate down on the boat, and then steals it while you're talking to the dock boss! As soon as you can, call on a well-armed gunboat from your exotics collection, and board it!

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## Mission 26: Island Reputation Mission—Contra Band

### CAUTION

If the fishing boat moves farther than 300 meters (1,000 feet) away from you, the thief escapes with it. Keep up!



## PART 2: SMACK MY BEACH UP



You must now chase the fishing boat, without firing on it, as it maneuvers around Black Sands island to a remote beach. On the way, attack any aggressive incoming pirates and ignore the others.

### TIP

Don't spend too long attacking pirates and lose the boat! Make sure the distance bar is green or yellow, and not red.



Black Sands Beach Location: D-15/16



The fishing boat heads into the beach, the thief calls to his brethren, and they take up defensive positions at the beach. Pull to the right of the jutting promontory.

Use your boat's weapons systems to strafe the entire beach, demolishing all the enemies and the two parked trucks. Shoot the exploding barrels and keep on firing until everyone is dead.



Don't board the boat yet! Check the central part of the beach where the trucks were. Amid the health packs is a bazooka. Pick it up before you board the fishing boat. You no longer need your attack craft.



## PART 3: IN THE NAVY

Get out of your boat before you reverse it, step back onto the beach, wait for the chopper to arrive, and launch a single, aimed rocket at it. Wait until it hovers, then fire. This explodes the helicopter.



Reverse out of the bay, and head back into the ocean, setting a direct course for Devil's Cay. As you continue, ignore all pirates unless they attack you first. If they do, slow down and retaliate.

As you near Devil's Cay, you spot a Navy frigate ahead. This is a well-armored craft and you have little hope of outmaneuvering it in your fishing vessel. Moor your vessel on the island's northwestern side, so the frigate doesn't spot you.



Bring out your bazooka, and run around to the southern side of the cay. With a large rock protecting you, launch two bazooka rockets into the frigate, sinking it. Now that the coast is clear, return to the fishing boat and guide it back to the dock you started from (which is right around the corner) to collect your reward.





# MISSION 27: ISLAND REPUTATION MISSION—

## GANG LAND

After hearing about terror-filled nights at the Barfly Hotel on the main island, you head there to see for yourself the squalor and degradation that runs rampant in this town. After you're personally slighted, it's only fitting that you execute every one of these gang members with the heaviest and most brutal of your firearms.

*"You know we aren't the only dopers on the block."*

**NOTE** This mission is optional. It's worth attempting, however, because every island reputation mission increases your reputation, Balls, and/or cash.



### PART 1: SLOW-ROASTING COLOMBIANS

Barfly Hotel Location: E-15

If you wish to gun down dozens of gang members, head to the Barfly Hotel, and meet up with a Colombian outside the manager's office. A war of words soon intensifies into blind, ugly violence. Bring out your favorite firearm!

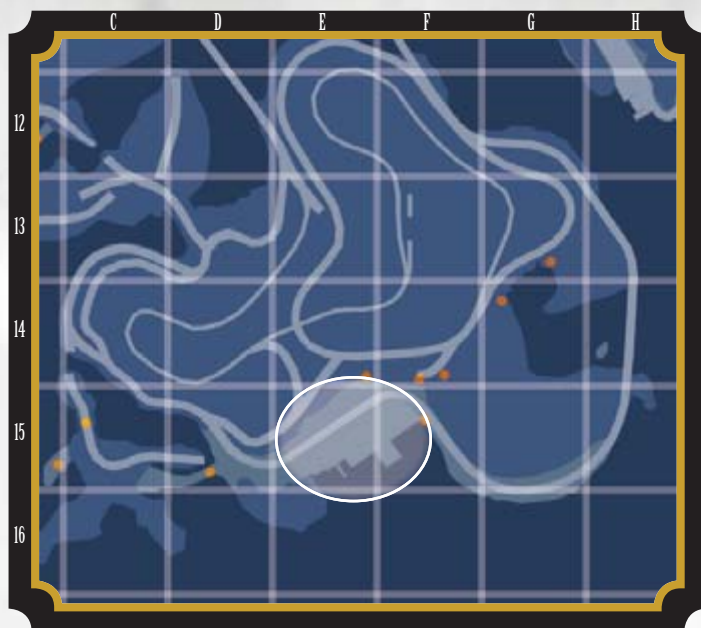


Select a rapid-fire weapon, back up, and slay three gang members before darting into the manager's office. There's health in here, but it's better to return to take it when you really need it. Check your mini-map.



Around 10 foes appear in the shanty buildings across the street, and these include snipers and other hardened thugs.

Stepping out into the open is a terrible plan; move to the vehicle you drove here in and use it.



Drive back and forth, slaying enemies as they appear in the shanty buildings. This is far easier than sneaking up behind the buildings and shooting from close range. Aim at the barrels and explode them, too.



### CAUTION!

Don't stand in the open, because snipers can bring you down in seconds.



Keep this up until you've defeated all enemies in the shanty buildings. Get out of your car and run up the ramps and across the rooftops. Collect ammunition and grab one of three health packs. Return here if you need more.



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## Mission 28: Island Reputation Mission—Baggage Check



The gang members head out of the Barfly Hotel and are prowling the balconies across from you. You can use the sniper rifle and shoot foes from the shanty's roof or platforms, or you can get into your car and drive to the hotel.

### PART 2: UP ON THE ROOF



Stay back from the hotel and begin a clockwise sweep of the ground floor, slaying foes as they appear. Step back so you're hitting foes at medium to long range, and build the Rage meter. Step around to the back stairs.

Begin a Blind Rage at these stairs, and take down a good dozen foes in the process. You don't need to head up the stairs until the next wave arrives, on the roof of the hotel.



Their leader is using a mounted machine gun, so stay under the cover of the balcony. Now head upstairs and go left, clockwise around the hotel.

**TIP** If you can't go into a Blind Rage, simply attempt clockwise laps of the hotel's ground floor, auto-aiming to check where foes are coming from, and slaying them. Then head upstairs and do the same along the balcony.



Grab the health pack on the balcony under the rooftop machine gun, then sprint up the stairs around the corner, looking behind you as you ascend onto the roof. Cut down the enemies near the mounted machine gun, and run to it quickly.



A final wave of gang members arrives. Grab the mounted gun and slay as many as you can while they scatter. Don't aim at the vehicles, as it takes too long for them to explode. Kill all the gang members with manual targeting instead!



Now grab the health on the roof, remembering there's health in the manager's office, and head down to the balcony. Make a final sweep of the building and tackle the remaining foes showing up on your mini-map.



## MISSION 28: ISLAND REPUTATION MISSION— BAGGAGE CHECK

The hotel manager has a problem with some of his whores. Some of them are really transvestites, and they're ruining his business. Find out which whores are male, and "discourage" them from working this gig. You need to rough them up, but do not kill any of them.

*"C'mon man, that's not gonna work. You can't do it that way, I'm telling you. You know how you pick up chicks in this country?"*

**NOTE** This is the final optional mission. It's worth attempting, however, because every island reputation mission increases your reputation, Balls, and/or cash.



### PART 1: SUSPICIOUS PACKAGES

Barfly Hotel Location: E-15



**NOTE** This mission becomes available once "Gang Land" has been completed.



Once the final gang member is slain, head into the manager's office to speak with him. It seems his clientele is requesting that their whores be strictly female only. There's a small, but significant portion of them with...a small, but significant portion.



Once the chat is over, the hotel's whores begin to wander around the premises. Put your weapon away, and begin to inspect them all. Focus on the less convincing ladies.

The transvestites are easily spotted as they give their "demeanor" away with the following clues:



They walk with a manly stride, rather than a womanly hip sway.

They are all clad in a "sexy schoolgirl" outfit: red sandals, white knee-high socks, red-and-black checked skirt, white shirt tied under the breasts, red bra underneath.

They have black hair in pigtails, and heavy make-up.

They speak with a deeper voice than the women.

**CAUTION** Watch out! Some of the female whores wear this same outfit, but their hair is lighter. Be careful and thoroughly check out each one.

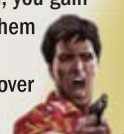


All transvestites are in the same outfit. Head up to each one, optionally converse, and then kick him in the groin. Repeat this until you've found all the transvestites—usually between three and five.



Don't kick a female whore by mistake! A misjudged kick causes all nearby whores to converge on you and attack. Simply run away from the mob until they disperse, then begin your manhunt again.

**TIP** You can simply kick the female whores in the groin; you gain +10 Balls each time you connect, up to five times. If you kick them more than five times, they gather to punch, kick, and push you, and a male hooker relieves himself on you. Do not run whores over with your vehicle or you fail the mission.



If you stand and fight the ladies, they eventually converge and kick you to the ground in a flurry of nails, pipes, and machetes. One of the whores then relieves herself on you, but does it standing up!



Continue your run around the building until the final transvestite feels the need to leave. Your missions to raise your reputation are now over. Head to the dock boss and begin the mission "Nacho's Tanker."





## MISSION 29: NACHO'S TANKER

The dock boss, grateful for your help, informs you of a cargo ship owned by Nacho. It has just been loaded with cocaine and is ready to raise anchor for Miami. The dock boss supplies you with a helicopter escort to get to the ship quickly so that you can attempt to secure the ship as a means of a major supply to your storehouses in Miami to help rebuild your empire.

### PART 1: AIR ATTACK

Oil Refinery (Dock Boss) Location: H/I-12



Try to enter this mission with your Rage meter at least halfway to maximum. You'll need to use Blind Rage at opportune moments throughout this tanker assault.



Talk to the dock boss, who's situated in his familiar surroundings at the oil refinery. He says his men have spotted a tanker full of cocaine that Nacho was ferrying to Miami. It's all yours; he arranges an attack chopper to take you to the offshore tanker.

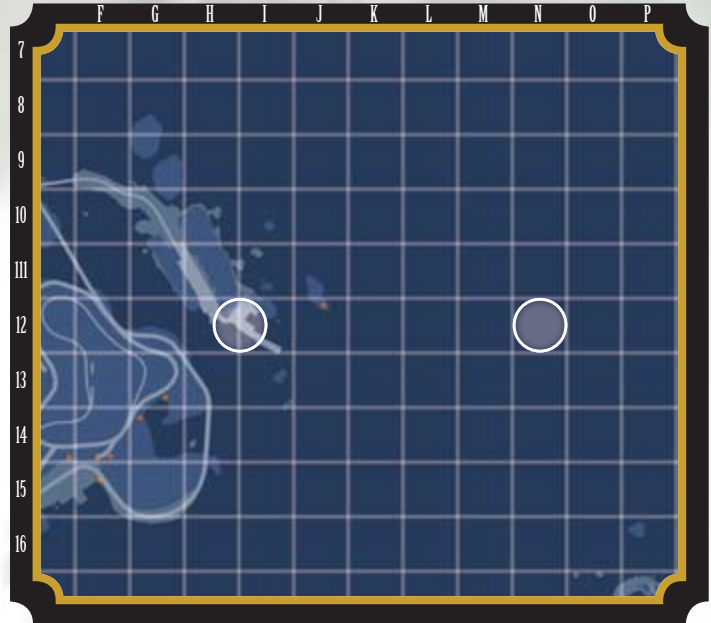


Nacho's Tanker Location: N-12

Two attack helicopters launch from the oil refinery, and you're armed with a mounted .50 cal machine gun. Maneuver the weapon around the open hatch and aim at the incoming enemy boats; blast them so they explode.



Your .50 cal machine gun has tracers (lines of light going from your weapon to where your bullets end up) so use them to adjust your aim. Aimed at where a boat *will be*, not where it *currently is*.



The second attack helicopter goes down as you reach the tanker itself. Continue to destroy attack boats as you arrive at the tanker. Use your mini-map to locate them before you can actually see them, then wait and shoot at the earliest opportunity.



The helicopter now makes one and a half circuits clockwise around the tanker. As you swing around the craft, pick out the enemy crew and cut them down. Remove as many foes as possible!



Shoot all the gas canisters and explosive barrels dotted about the ship. Don't forget to check the lower deck for foes. The red dots on your mini-map help you locate every enemy.





## CAUTION!

If you don't shoot the foes on the tanker from your chopper, they can damage and explode it, causing you an embarrassing and fiery plummet, followed by drowning. Don't let this happen!



## PART 2: BOMBS AWAY



You land on the bow of the tanker (a checkpoint). Begin to search for the first bomb, as the crew attempts to dissuade you from taking this craft over. Begin by cutting down the enemy behind the mast, then move left and tackle a second one.

Build up your Blind Rage as you go. You have just under a minute to reach the first bomb, or it explodes and you fail your mission. Cut down a third foe just before the bomb, then check your mini-map. No red dots? Then move to the bomb.



## CAUTION!

Defusing the bombs becomes impossible if enemies are still alive. Kill them all before you approach a bomb.



Defuse the bomb, using the precise press and release technique you learned back in Miami. Execute this correctly, and the first bomb is defused. Fail, and it explodes, tearing you apart. You begin from the bow of the tanker again.

As soon as the first bomb has been defused, run along one side of the ship to a small set of metal steps up to a catwalk, and a machine gun nest on your right. Grab the health under the steps if you need it.



Two attack boats circle the ship, peppering it with gunfire. Aim carefully and destroy them both as they pass. There's a second machine gun nest on the opposite side of the boat. Shoot both boats or they will destroy the tanker.



## TIP

There's health below each set of steps by the machine gun nest, and another inside the controller cabin in the middle of the catwalk.



## TIP

It's quicker to let an enemy craft head around the other side and back to your location than to run over and man both nests. The boats are too fast for you to reach the nest and fire on the boat in time. The only time you may need to head to the opposite nest is if you cripple a boat (it won't be moving on your mini-map) but it stops on the opposite side of the ship.



## PART 3: CHOKE HOLD

A second bomb is now active in the hold of the tanker, set to explode in three minutes, but it's guarded by a huge number of enemies. Hopefully, by now, you'll have a full Rage meter. If not, build it up as quickly as possible. Head to the railing and peer down into the hold.



Run around the top of the tanker deck, aiming at all the explosive barrels and enemies you can see in the hold. Shoot at least five sets of barrels and 10 henchmen, and pick up the remaining health on deck. Now descend.



Use the steps on either side. These lead to a lower deck and a door leading out to more steps, which descend into the hold. Rip apart all the enemies down here in a Rage-filled massacre!

Once you recover from your Blind Rage, continue to slay all the enemies. Keep this up until there's around one minute left to defuse the bomb. Be sure all foes are defeated before approaching the bomb.



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## Mission 29: Nacho's Tanker

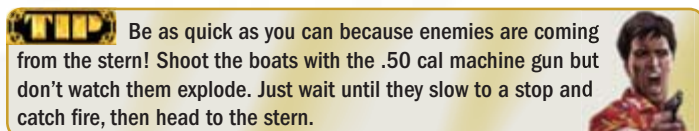


There's health at the stern end of the hold, as well as at the foot of the steps on one side. With no foes nearby, defuse the bomb. You have to defuse the first and second bombs again if you die!

### PART 4: CAPPING THE CAPTAIN



There's one final bomb on the ship's stern, but you must defeat two attack boats first! Head up the starboard side (right side if you're facing the bow), up to the machine gun nests and pick off both boats.



**TIP** Be as quick as you can because enemies are coming from the stern! Shoot the boats with the .50 cal machine gun but don't watch them explode. Just wait until they slow to a stop and catch fire, then head to the stern.

This is a highly dangerous part of the mission, so move to the container cabin on the catwalk above the hold, and pick up the health. Build your Rage meter as you pick off foes on the deck around you and below. Your height is an advantage, because you can see where everyone is firing from.



Use the next part of the three-minute countdown wisely. Stay on the middle catwalk, watch red dots on your mini-map, and when they appear on the three deck balconies ahead, blast the foes. This way you won't be swarmed.



Pick up the health pack at the stern end of the middle catwalk.



Only about four or five more foes should be left, so head around the right balcony from the deck catwalk, down the steps and around the corner, and blast any enemies you see. Fill the Rage meter but don't use it yet!



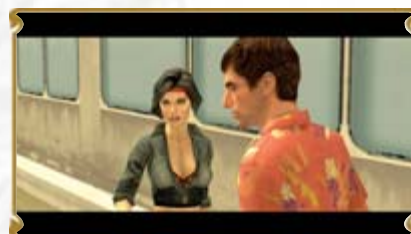
When all nearby goons are defeated, defuse the final bomb. This one is the same as the rest, but don't f—k up or you have to defuse all three bombs again! Once you're done, the captain appears.

The captain is on the top deck, along with numerous enemies. However, you don't need to kill anyone except the captain. Grab the health on the deck behind the third bomb, and use the underside of the upper walkways as cover.



Climb the deck, slaying any foes that appear, until you reach the top of the ship. Proceed around to the captain and rush him, pumping bullets into him. He stands his ground, so cut him down! You can explode barrels near him, too.

Once the captain has been slain, dozens of illegal immigrants appear from the ship, including one named Maribelle. She and her friends pilot the boat back to Miami, and you receive the information from Venus you need; there's a chop shop front to find!



### PART 5: MOTHERSHIP 1 IN MIAMI

#### Industrial Docks Location (Miami): M-4

You arrive back in Miami, with *Mothership 1* (Nacho's tanker) docked. On the dockside, you're waylaid by Nacho's Miami troops, so stand under the steps, shoot the barrels ahead, move there, swing around, and take down the first few foes.





Climb onto the dock itself and shoot out all the explosive barrels you see. If Blind Rage is available, use it. Be very careful because there are no health packs here! Continue down the dock, using containers as cover to peer around.



Continue to lay waste to the foes on the docks, including the dock foreman, who is susceptible to both bullets and exploding barrels. Keep yourself partially hidden behind the metal containers, and slay everyone!



### NOTE

You can now begin to take over the fronts in South Beach. You can also begin the mission titled Un-load.



## MISSION 30: SOUTH BEACH FRONTS

### MACAU FAST FOOD

The manager of Macau Fast Food is in need of shark fins for his special shark-fin soup. There is tension over this rare commodity and the manager's hired fisherman is now under attack. He asks you to protect his fisherman so he can get the fins he needs. This involves following the fisherman manning a machine gun on a helicopter, and fending off gang members insane enough to tackle the boat.

*"C'mon, pelican!"*

### PART 1: GREAT WHITE HOPE

Macau Fast Food Location: P/Q-14

### NOTE

This mission becomes available once "Nacho's Tanker" has been completed.



When you're ready to begin purchasing South Beach fronts, head down to Macau Fast Food in your favorite vehicle. There's a main, side, and rear entrance.

The manager is closest to the rear entrance adjacent to the alley.



Speak to the manager; he's promised shark-fin soup to a wedding party, and he's missing one ingredient. Agree to help the guy, and you're automatically sitting on the attack helicopter, in the water to the west.



Shark Fin #1 Location: O-15

### NOTE

See the map for each specific shark location.



Check our map for this mission, which reveals where the fishing boat stops to catch a shark. Eight fins are needed to make the soup. Keep the boat in your gun sights (without firing, obviously!) as it moves to the first point.



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## Mission 30: South Beach Fronts—Macau Fast Food

You're behind a 50-cal machine gun, with limitless ammunition. Two enemy boats move into view as the first shark is being butchered. Cut them both down with gunfire.



These enemies appear every 10–20 seconds or so, and at every fishing spot throughout the route the boat takes. Keep your eyes constantly peeled for the enemy boats; they always appear in pairs, and can be destroyed in seconds.

**CAUTION** Watch the fisherman's speedboat's damage meter. Don't let it creep down to empty or the boat explodes and the mission is over.



The enemy boats are easy to destroy, as long as you follow these plans. Look at your mini-map to see where the boats are appearing from. Wait until they arrive onscreen, then blast them apart!

Aim for the boat, not the enemies on the boat. Strafe the hulls and after two to three seconds of constant barrage, the boat explodes. Always shoot the lead boat first—it's closer to the fisherman, and the explosion sometimes causes the second boat to crash into it.



Keep this constant battle up as the fisherman's boat completes the route shown on our map. After the eighth and final fin has been cut, the mission is a success, and you appear back at the Macau Fast Food.



Head inside and speak with the manager again. "You got your sharks, man. I hope the bride got what she deserved!" The manager agrees to sell you the business for \$200,000.



### NOTE

There's a filthy hippie sitting at one of the outside tables in front of the eatery. He's got some interesting stories to share!



## The World Is Yours: Freelance Plans

Begin to take over South Beach, and expand your empire with the following plans:

Complete Felix leads and Sandman leads and earn more money, reputation points, and turf percentages, and unlock supplier missions.

Complete small and large supplier missions, complete distribution missions, and deal drugs to earn money to buy Macau Fast Food.

Clear gang nests to earn turf percentage points.

Purchase exotics to earn reputation.





## MISSION 31: SOUTH BEACH FRONTS

### CHI PESO TRATTORIA

The oddball manager of Chi Peso Trattoria is about to come under siege. You must help the manager stay alive, even though he claims not to need your help. For this you'll need a full complement of killing ordnance before you attempt to end the siege.

*"You got good stuff here. Class A shit."*

#### PART 1: AN AUDIENCE FOR YOUR ORDNANCE

Chi Peso Trattoria Location: Q/R-14

Drive via back roads to the Trattoria, which faces the beach. Park outside the front door so your vehicle can act as a shield in the forthcoming battles.



**TIP** It is vitally important to use your weapons locker before heading to this mission, and take an upgraded AK-47, or other extremely fast-firing weapon such as the carbine, and a rocket launcher (such as the M-79). You'll need these for foe disposal!



Head to the back office near the rear entrance. Before you speak to the manager, retrace your steps to the front of the restaurant—you need to remember this route in a second. Now speak to the manager.



The manager is adamant that he doesn't require your services, so you'll have to prove your worth to him.

Fortunately, a van and carload of attackers are on their way to gun the manager down. He heads outside to stop them.



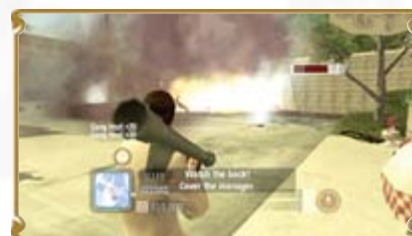
#### CAUTION

Do not let the manager die! If he does, your mission is over. The manager can be damaged by your gunfire as well as the enemy shots. Put yourself between the manager and enemy shooting if you can.



As you're running through the restaurant to the front entrance (don't go via the back door as this takes too long), cycle through your weapons and bring out the rocket launcher. Outside, watch for two incoming vehicles.

Aim and shoot a rocket so it detonates into the side of the lead car. If you're precise, it explodes along with the enemy van that's parking near the entrance. Congratulations—you've killed seven foes and two vehicles with a single strike!



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## Mission 31: South Beach Fronts—Chi Peso Trattoria

If you miss, or one of the vehicles doesn't explode, stand back (the explosion can wound you) and fire at the second vehicle. Then switch to your machine gun and blast the enemies coming out of both vehicles.



**NOTE** Two foes exit the car, and two more are in the front of the van. If the van is allowed to park, three more foes jump out of the back. This is why rockets work well here!



### PART 2: AN APPETITE FOR DESTRUCTION

After you've cleared these enemies, the manager runs around to face the beach, standing at the parking lot. Two more cars and a van appear from the left side of the building opposite. Draw your rocket launcher!



car into a massive and spectacular explosion!



The splash damage of the rocket launcher should be pulverizing all the foes, and causing the manager to take up a defensive position on the roof. Although you can follow him, it's best to split up the targets and stay in the parking lot—you have more room to move, too.



**TIP** The rooftop is excellent for launching rockets and attacking from, but it takes too long to climb the stairs to reach a defensive position. Back up onto the grass opposite the restaurant and continue the culling!



Two more vehicles pull up. Shoot them with rockets before they stop, so you face only a few wounded stragglers on foot. The manager retreats into the restaurant. With no more vehicles to detonate, switch to your carbine.



Finish off all the stragglers around the restaurant, and then head inside to talk to the manager. As expected, he changes his tune immediately. The place is yours if you can find the \$2,000,000 he's asking.

### The World Is Yours: Freelance Plans

Continue to draw your power from South Beach, and expand your empire with the following plans:

Complete Felix leads and Sandman leads and earn more money, reputation points, and turf percentages, and unlock supplier missions.

Complete small and large supplier missions, complete distribution missions, and deal drugs. Use the money you make to buy Chi Peso Trattoria.

Clear gang nests to earn turf percentage points.

Purchase exotics to earn reputation.





## MISSION 32: SOUTH BEACH FRONTS

### SWANSONG HOTEL

The manager of the Swansong Hotel and Restaurant has been defrauded by a corrupt lawyer. He asks you to help him by taking the guy out. Unfortunately, this isn't as easy as putting a bullet between his eyes. The lawyer is on a heavily armed yacht bound for the ocean. Head to the dock, and stop the boat with a mixture of deft piloting and heavy weapon firing.

*"Me, I always tell the truth—even when I lie."*

#### PART 1: A SWANSONG FOR A LEGAL EAGLE

Swansong Hotel Location: Q-14/15

**TIP** Before you visit this hotel, be sure you have a large supply of carbine or other heavy rapid-fire weaponry ammunition. This is important for the carnage to come!



Stop at the front of the hotel (or in the alley behind it) next to the manager's office. Have one of your favored vehicles standing by adjacent to one of the exits, then enter the building. Enter the manager's office.

The manager explains that a corrupt lawyer has almost bankrupted the hotel, and the leech must be squashed. The lawyer's leaving from the southern pier any moment now.

You must head there immediately!



Lawyer's Yacht Location: R-17

**NOTE** There are two methods of attacking this boat, both of which are valid. The first is the "proper" course of action, while the second is an easier method, but with less fighting.



#### PART 2: PLAN 1—A LONG WALK OFF A SHORT PIER



Head out of the hotel at once, and enter your favored vehicle, or call one if you forgot earlier. Drive onto the grassy dunes, then the beach, heading directly to the pier. Slam into the low wall, which stops your car, and exit.



Produce your favored weapon for cutting down pedestrian targets (save the carbine for the seas) and blast the two incoming thugs. Run down the pier, manually shooting the foes in the distance.

At about a quarter of the way down the pier, the yacht begins to disembark, and you must stay within 300 meters (1,000 feet) of it, or it will disappear, and the mission is deemed a failure. Quicken your pace!



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## Mission 32: South Beach Fronts—Swansong Hotel

### TIP

Rush to the far end of the pier as you need to keep the gap between you and the yacht to an absolute minimum.



Cut down all the enemies at the end of the pier, turn right, and head down the ramp, watching for two additional foes to blast as you reach a waypoint and a small speedboat. Now head onto the ocean and give chase!



### TIP

Don't use the moored boat because it has appalling armor! Instead, call an exotic boat. Choose the one with the highest armor in your collection.



Speed up so you're keeping pace with the yacht, but not gaining on it. Then produce your carbine and strafe two attacking boats and blow them up in seconds. If you don't, they inflict terrible damage to your craft.



Now target the yacht. Beware of the grenade launcher on board that can blow your craft apart with one strike. Weave around to the side, matching the boat's speed, and begin to attack it.

## PART 3: PLAN 2—A SHORT DRIVE AND A SHORT CUT



The preferred strategy is to ignore the pier completely, and simply drive over the beach to the water's edge. The pier is in the distance to your right. Now call your heavily armored attack boat on the beach.



Pilot the craft on an intercept course. You've completely ignored the pedestrian attackers and can drive to the boat, attacking it on the sides where it is weakest. Blast apart the two escort boats that try to shoot you.

## PART 4: THE DEFENSE RESTS

No matter which plan you try, hammer away at the hull of the boat, checking the damage in the top-right corner, and keep this up until the yacht explodes! If you're too slow, or your weapon isn't powerful enough, the yacht receives coast guard protection, and you fail.



Run your craft aground on the beach, ideally near where you parked your car, and drive back to the Swansong Hotel. Speak to the manager, who's extremely grateful. He's even more grateful when you bring the \$5,000,000 it costs to buy him out!

## The World Is Yours: Freelance Plans

Although the price of each venue continues to increase, you're well on your way to securing South Beach. Continue with the following options:

- Complete Felix leads and Sandman leads and earn more money, reputation points, and turf percentages, and unlock supplier missions.
- Complete small and large supplier missions, complete distribution missions, and deal drugs. Use the gathered gains to purchase Swansong Hotel.
- Clear gang nests to earn turf percentage points.
- Purchase exotics to earn reputation.





# MISSION 33: SOUTH BEACH FRONTS

## SUN RAY REDUX

The manager of the Sun Ray is concerned that they can no longer run a legitimate business as long as drug dealers are using their rooms. Ever since a horrible chainsaw incident years ago, the place has become infamous. A dealer named Jimmy is in one of the rooms right now, and you've been asked to clear it up.

*"Why don't you try sticking your head up your ass. See if it fits."*

### PART 1: THE DEALER'S OFF

Sun Ray Hotel Location: Q-15

#### TIP

Be sure you've armed yourself with at least an AK-47, and ideally a carbine machine gun before starting this mission.



Visit the Sun Ray Hotel, where your friend Angel died at the hands of that chainsaw-wielding maniac, and head into the ground-floor office to speak with the manager. She tells you there's a drug dealer upstairs.

Get rid of the guy, and the hotel can be yours! Exit the office, climb the stairs to the red waypoint, and open door 13. After a slightly deranged conversation with the dealer, you're left in the bathroom where Angel died.



Chase down the drug dealer, but first, use the left wall by the doorway as cover, and bring down four thugs sent to waylay your progress. Cut them down quickly

(there's no need for manual aiming or taunting), and exit. Use the carbine you brought with you.



#### TIP

If you've come to this mission unprepared, grab the AK-47 that one of the foes drops. It's useful for tackling the dealer later.



As you run down the stairs, the dealer jets off in a fast roadster. The parked truck isn't the best way to catch this punk, so call your driver, get off the phone immediately, then run and get in your fastest automobile.



#### NOTE

If speed is not as important to you, use the truck. It is a heavier vehicle tuned to land all the barge jumps at full speed.



#### CAUTION

If you spend too long chatting to your driver, or phone him too far up the stairs as the car appears on the road behind the hotel, the dealer gets away. You must be exceptionally quick at getting into your car!



#### TIP

Your mission fails if the enemy vehicle gets farther than 500 meters (1,600 feet) away from you. Step on it, and use your favorite fast car. The Bacinari is an excellent vehicle for the tasks to come, but you may have your own preferred conveyance.



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## Mission 33: South Beach Fronts—Sun Ray Redux

Begin a high-speed pursuit of your target, following the route shown on our map. You're heading out of South Beach; quickly make it onto the main arterial road.



Optional but recommended is a shortcut between the buildings at Q-13. Keep your speed up and you'll fly over grass and the fence by the sands, and onto the road.

### Trailer Park Turn and Location: M-9/10/11

During this drive, bring out your weapon (the carbine, ideally), and have the target ready. Then make a sharp right turn at the gas station (M-11) and enter the trailer park.



## PART 2: ARGEY BARGEY

Head directly for the series of barges up ahead. The dealer changes vehicles and tries to escape in a helicopter! If you've kept your speed up, enter the first barge, and line yourself up between the cones to leap over the water.



**TIP** This barge run requires some skill. Choose a car and attempt a practice run before the mission begins, then choose another car and repeat the run, so you have a vehicle you feel comfortable driving in.



Follow the barge run route, staying at just under top speed in the Bacinari so you don't overshoot (practice makes perfect!). As you progress over the barges, auto-target the helicopter, and fire at it. If you're having too much trouble with Bacinari, consider restarting the mission and choosing the truck, which is designed to take these jumps.

**TIP** If you're almost to the first barge when the chopper appears, slow down until you can target the chopper, then auto-target, fire on it, and begin to speed up for the first jump. If you're using the carbine, you can blast the chopper out of the air before you make the first jump! Defeating the chopper before the barge run starts is preferred.



**CAUTION** Don't slow down too much or you'll miss the jumps! It's more important to complete the barge run first, then shoot down the helicopter, rather than risking sinking into the ocean after a too-slow leap.

Conversely, don't go too quickly through the barge run. You can get too far ahead of the chopper and lose him.



### Final Helicopter Combat Location: N-5

Progress over the barges until you reach the land on the other side, then drive to the dirt ground (or get out of your vehicle if it's wrecked) and engage the helicopter in combat. Shoot the chopper down before Jimmy the dealer blasts you with a rocket!



**TIP** Keep moving as Jimmy's rockets rain down; one of these can kill you.



Once the chopper has been destroyed (ideally on the barge run), head back to the Sun Ray Hotel and speak to the manager. She agrees to sell you the hotel for the not-inconsequential sum of \$5,000,000.

## The World Is Yours: Freelance Plans

The price for the Sun Ray Hotel may be steep, but it's the last front to purchase before all of South Beach is yours! Continue with these plans:

- Complete Felix leads and Sandman leads and earn more money, reputation points, and turf percentages, and unlock supplier missions.
- Complete small and large supplier missions, complete distribution missions, and deal drugs. Use your ill-gotten gains to purchase the Sun Ray Hotel.
- Clear gang nests to earn turf percentage points.
- Purchase exotics to earn reputation.
- Continue to level your reputation up to Level 6 (6,000,000 points)

**NOTE** Once you reach Reputation Level 6 (6,000,000 points), head on over to Shoreline Storage.





## MISSION 34: SHORELINE STORAGE

You've reached one of two storehouses run by Gaspar Gomez. Now that all of South Beach has fallen into your hands, taking over Shoreline will mean you've entirely regained control of the South Beach turf. Don't forget to bring a rapid-fire weapon, or a rocket or two!

*"Maybe you can handle one of them first class tickets to the Resurrection."*

### PART 1: RAMPING UP SECURITY

Shoreline Storage Location: S/T-10/11

**NOTE** You can move to Shoreline Storage and infiltrate it only after you acquire all of the South Beach fronts and you are at Reputation Level 6.



Once you've taken over all the fronts in South Beach, you can attack the storage area where the distribution begins. Drive your vehicle to Shoreline Storage, and head to the waypoint. The place is sealed up tight.

Call for a car, or take your current vehicle and drive it right, then around the corner of the storage facility, up a mud embankment, over the storage wall, and down through some boxes. Then park. You can't climb over this; enter using a vehicle.



**TIP** Make sure you're carrying a rocket launcher of some description, along with a favorite rapid-fire, AK-style weapon.



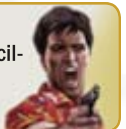
Check your mini-map for about four red dots, and target the closest one. Strafe these guys in quick succession, with an optional taunt to build your Rage meter. Clear the exterior of all foes. Keep the vehicles intact.



Before you head inside the storage facility, run up the exterior steps of the garage on your left. At the top, opposite the billboard, is a SAW. This is perfect for cutting down huge numbers of foes. Swap this if you wish.

**TIP**

You can also climb the two-floor exterior steps to the storage facility balcony, where there's a health pack. Grab this later.



Head into the main storage building via the only entrance to your right. Your plan is to take down the manager upstairs. As you enter, look right slightly, and take down two enemies standing on the storage scaffolding.



Then cut down the thugs on the stairs and ground. Use the concrete pillars as cover, and remember that the SAW doesn't have auto-targeting, so keep the AK-47 if you prefer this function. Step right and claim the health pack in the corner.



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## Mission 34: Shoreline Storage

**TIP** If you're having problems losing health here, edge forward to the doorway to the storage depot, then back up, wait for foes to move into sight, and gun them down from the entrance, next to the cash registers.



Climb the stairs and slay the manager in his office. He drops a deagle, which you can optionally pick up. As soon as the manager falls, back out of the office, and stay at the top of the staircase.



Then sprint outside and head left, around to the area near the truck, slaying the hiding foe, as this area is safer than turning right. Now bring down the foe up on the balcony above you, and the one on the garage stairs.



**TIP**

Almost dead? Then enter the truck the enemies arrived in, and use it as armor, driving around and slaying the remaining foes!



Now is the best time to grab the SAW if you want it, and any remaining health packs. Attack boats are heading to the harbor edge around the back of the building. Head there in the truck, around to the left of the mud heap.



Goons are rushing in from the outside and if you're quick, you can cut them down before they disappear among the scaffolding shelves. Now slowly move downstairs, blasting about 10 foes.

**TIP**

If you stay on the concrete stairs, slay the manager from here instead of moving into his office, then send a single rocket into the doorway entrance. You can slay almost all the incoming enemies in one shot!



**TIP**

This is the best time to blast the explosive barrels among the scaffolding, as you can take down multiple opponents in the ensuing explosion.



## PART 2: HARBORING VIOLENT TENDENCIES



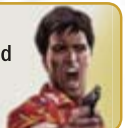
Edge into the entrance area with the cash register, making sure there isn't a foe in here. A truck zooms by outside, and two thugs get out. Although you can rush out and blast away, a better plan is to lie low.

Stand at the interior doorway (not the one directly outside) and wait for foes to head to your location. Cut each one down as they step through the outside doorway. You can easily bring down four or five this way.



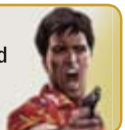
**TIP**

If the vehicle you're driving catches fire, leap out and retreat, and drive back using the car you drove here in.



**TIP**

If you're more of a sharpshooter, you can use the sniper rifle and tag both passengers on each of the five attack boats instead.



Continue to destroy the boats (a rocket launcher helps) until five have been targeted. If you're on foot, use the trash bins as cover, and locate the alcove where the boats try to dock; there's health here.



**NOTE**

You should now have completely taken over South Beach. Congratulations!





## The World Is Yours: Downtown Distribution

After the final attack boat sinks to the bottom of the bay, you can begin to distribute your narcotics from this warehouse. Head to the open garage and select an exotic vehicle with great handling, armor, and speed. Then start distributing.



**NOTE** You have 11 fronts and a bank to reach, so don't expect this to be easy! Below is a list of each venue, in the recommended order:



Drop-off #1 Location (Chi Peso Trattoria): Q/R-14

Drop-off #2 Location (Swansong Hotel): Q-14/15

Drop-off #3 Location (Sun Ray Hotel): Q-15

Drop-off #4 Location (Macau Fast Food): P/Q-14

Drop-off #5 Location (Pedro's Pawn Shop): E-11

Drop-off #6 Location (Oakley Drive-in Theater): C/D-10

Drop-off #7 Location (Cabana Cigar): E-8

Drop-off #8 Location (Babylon Club): D/E-6

Drop-off #9 Location (Fidel's Records): E-6

Drop-off #10 Location (U-Gin Shotgun Bar): F-4

Drop-off #11 Location (O'Grady's Liquor Store): H-4

JCS Bank Location: G-3/4

As with the previous distribution plans, plot your route using the map, and deliver drugs to your fronts in the order shown above. Ignore the enemy vehicles attempting to stop you; concentrate on reaching each destination.



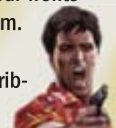
Then drive to the JCS Bank coming back from O'Grady's, and launder the money. You have more venues this time, so expect more enemy encroachment.



Remember! You end your distribution mission by reaching the bank, but you don't launder the money until you talk to the teller. Get the best rate you can.



**TIP** Be sure to fortify your fronts before you begin distribution. Select the Empire menu, and Turf. Select your fronts and purchase surveillance and henchmen to defend them. Although you have to pay to replace surveillance and henchmen, they fend off attackers and allow you to distribute with ease.



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# MISSION 35: DISTRIBUTION MISSION—UN-LOAD

You've taken over the area controlled by Nacho's gang in the industrial docks. *"Can't you stop saying 'f—k' all the time?"* Mothership 1, the cargo container loaded with coke and being driven by Maribelle, has arrived in the harbor and is ready to be unloaded. You must find some trucks to move the coke off the ship by waging a ground offensive against the remnants of Nacho's organization under twitchy gaze of the diminutive Colossus, Nacho's psychotic dwarf cohort.

## PART 1: TRAIN STORM

### Industrial Docks Location: M-4

The tanker you stole from Nacho in the islands has arrived at the dockside, so drive to this area, get out, and meet Maribelle, one of the refugees you rescued, who has pledged allegiance to you. "We need trucks to move this shit," you reason.

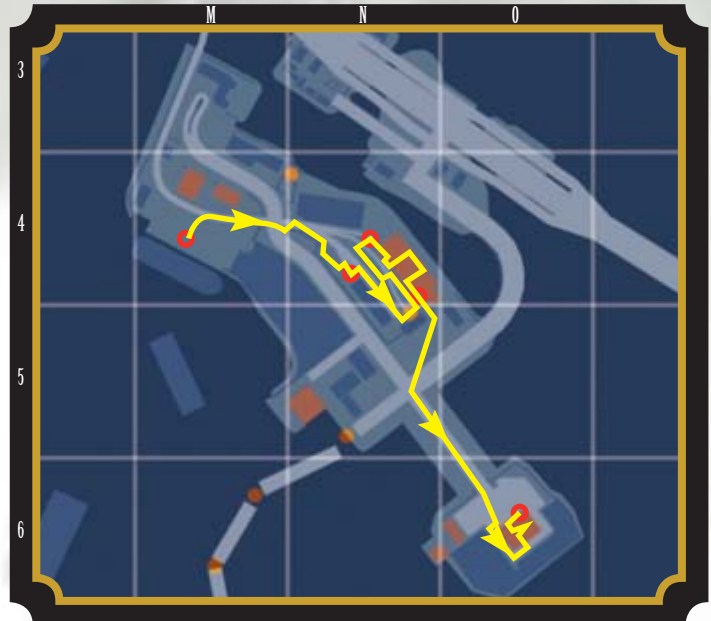


### Train Yards Location: N-0-4/5

The train yards are the nearest spot to locate a truck, but they're teeming with Nacho's men. It's time to wade in and fight! Head toward the train yard entrance with your gun ready.



**TIP** Use your weapons locker early in this mission, as a variety of heavy weapons are necessary to complete this massive massacre and still remain in one piece! Choose a carbine with an auto-lock.

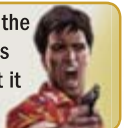


Stand on the near side of the road, and bring down the two guards standing by the waypoint; if you manually aim at enemies from here, you won't incur as much damage. Then head across the road and hide behind the building's left corner.

**TIP** Remember to aim for the explosive barrels dotted about the yard. These can take out multiple foes, and removing them means enemies can't hit them when you're standing near.



**TIP** Another technique to try: hijack a waste truck from the road, and drive it into the yard, running over as many enemies as you can, then leaving it and using it as cover. It's dangerous, but it can help!



Proceed to the end of the container carriage ahead and right, auto-targeting to check where foes are located (watch the bushes along the right wall) and then dispatching them. Build up your Rage meter if you can, but only when it's safe to do so.





Run along the bushes and right edge of the wall, gunning down foes, and stop at the safety of the container stack on the right side. Peek out to the left, next to the health pack, and blast away.



Run off the platform, blasting a couple of foes, to the end of the yard, and make a left turn. Destroy the barrels under the large ramp and the foe to your left, then turn and face down the yard, sidestepping right.



Take the pack and run right, along the right fence with the containers on your left, and shoot down the foes standing at the far end of the yard. Then head around and left, near the forklift truck, and finish off the foes.



Slay foes standing at the base of the ramp, then continue to sidestep right, past the carriage, and gun down plenty more foes near the depot. Work your way down with the depot on your right. Grab the health here.



Check the mini-map for stragglers (there may be one hiding inside the carriage ahead and left of the warehouse), and then run to the warehouse itself. Move inside the warehouse to the first distribution truck.

Continue the firefight into the middle of the yard, then head to the far end of the depot and turn right. Slay the remaining foes as you reach the next waypoint, and the entrance to the depot warehouse itself. Grab the health by the carriage near here.



A driver loyal to your organization drives to the warehouse entrance. Run back and slay three thugs trying to stop him. The driver runs to your truck and maneuvers it out of the building. Move to the waypoint where the truck was.



Execute a couple of thugs (you can do this while driving the driver's car for added protection, but you can't go any farther in a vehicle), and get out and move through the open carriage and turn right, stepping onto a short platform.



### CAUTION

The warehouse is exceptionally dangerous and you can be cut down in seconds. Do not rush this place!



Head to the doorway, but don't go through; wait for foes to come out, and cut them down. Keep running to the entrance, and back again, coaxing enemies out. After four or five enemies, enter the building.



### TIP

You must have built up Blind Rage by this time!



## PART 2: THE LONGEST YARD

Distribution Truck #2 Location: N-4



Enter the second warehouse and run right, to the steps up to the catwalk. Auto-target and slay as many foes as you can. Ignore the health at the entrance, and continue until you're about to die, then launch a Blind Rage.

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## Mission 35: Distribution Mission—Un-Load



Make every shot count! In the Blind Rage, aim at all the foes on the catwalk, and those below you in the carriage and among the various pipes. When the Blind Rage runs out, try to grab the health in the middle of the catwalk.

Now run along the left catwalk, blasting foes across and below you, and keep moving! Head through the doorway into the back storage room, turn left, and head down the stairs. This is safer, as you can now move back on ground level, mopping up the remaining foes.



Take the health pack near the forklift truck on the other side of the gate between the two depot rooms, and then move to the second truck. A driver appears and a garage door opens in front of the truck.



Stand to the right and fire on three foes as the driver reaches the truck and drives it out. Don't stand to the left or middle of the garage doorway or you'll be struck by the truck! Finish off the outside foes.

### PART 3: CHOP TILL YOU DROP

#### Distribution Truck #3 Location: 0-6

Take the driver's car, and move it out of the train yards, toward the chop shop (0-6). Bring out your weapon and blast the foes on the road to the chop shop entrance, then stop and get out. If you drive farther, you'll be swarmed and the car explodes.



Park by the large set of containers on the left. Shoot any foes on the right you can see, then move past the health pack (leave it until you really need it) and creep around the left side of the chop shop grounds.

Step out behind the container and begin to methodically blast all the foes at the large warehouse entrance. Keep this up, then duck back into cover. Fill your Rage meter and use it! Strafe foes heading out into the yard.



Keep up this carnage until only a few red dots remain. These are at the other side of the chop shop, and firing into the building usually results in your bullets hitting vehicles or other debris. Instead, run along the outside left side of the warehouse.



Head around to the rear entrance, and slaughter the remaining foes. You can grab two health packs in here. Take your time, and take your enemies down one at a time; you don't want to repeat this battle!

### PART 4: CUTTING DOWN COLOSSUS

When only about four foes are left, the leader of these chop shoppers, the diminutive Colossus, peeks out from his office and prepares to face you. Finish off all foes, then head up the short set of steps into the storeroom and office.

Colossus is a nasty piece of work with a massive constitution and a grenade launcher. At the entrance, blast both computer monitors so they fall inward. If you don't, they can explode, and the wreckage slows you down.





Bring out a rapid-firing weapon and manually aim at Colossus. Keep moving or you'll die after receiving a grenade to the face! Blast the dwarf and the couple of enemies that head in from a side entrance.



When Colossus staggers and falls, the mission is over. You rendezvous with Logan, who can help out with your distribution plans. Congratulations! You've survived the carnage and now have the vehicles to start sending out your shipments!



## MISSION 36: DISTRIBUTION MISSION

### DELIVER

You've secured the trucks to help move the coke from the cargo ship to your storehouses. Maribelle, Logan (the chop shop mechanic), and the other refugees have loaded the trucks and made them ready to roll. You drive one of the trucks while the others take care of the rest. Your destination is your own Marina Storehouse, while Maribelle is en-route to Havana Storehouse...when she gets into some trouble.

*"...then when you get the money, you get the power."*

### PART 1: SPECIAL DELIVERY

Chop Shop Location: 0-6

#### NOTE

This mission is available the instant "Un-load" is complete.



Move to Logan and speak with him; he tells you Nacho's out of the picture, but others may try to tackle you. You have a decoy truck, and Maribelle is driving a third vehicle to Little Havana.

Quickly head out of the chop shop.



Check the map (or better yet, the map presented in this guide) for the fastest route to your first destination: Marina

Storehouse in the Downtown area. As soon as you leave the chop shop, swing right onto the long, left-curved road.



Negotiate the gas station and head onto the off-ramp heading northwest, avoiding the oncoming traffic. As you reach the bridge, some of Gaspar's men attempt to stop you by firing and shunting your vehicle.

Arm yourself with a rapid-fire weapon before these enemies appear, then keep your speed up and weave through all lanes of traffic—this usually waylays them. Fire on them only as a last resort because you need to keep your speed up.



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## Mission 36: Distribution Mission—Deliver

Once you're off the bridge, another enemy vehicle leaps in from the right. Ignore it and speed away. Aim for the grassy area to the right of the warehouse, on the left side of the road. Cut in, and make a sharp left turn.



As you drive at lightning speed toward the shortcut over the waterway, you realize Maribelle has been halted on the bridge linking Downtown to Little Havana. As soon as you make the shortcut jump, skid left sharply.



This leads directly to Marina Storehouse and the henchmen you've assembled to protect the premises. They will cut down any pursuers (another reason to reach this point as quickly as possible). Park your truck

at the waypoint. Your warehouse is now filled with coke!



Head toward the car wash, through the alley, and a block later, make a right turn. Head for the bridge. Our map shows you this route. Once on the bridge, park next to Maribelle's truck. It should be lightly damaged.

## PART 2: MAYHEM WITH MARIBELLE



Now return to the chop shop to check that Maribelle is making her delivery. However, 40 seconds into your return journey, you receive a call saying Maribelle is in trouble! Turn around and locate her!



Do not head back to the chop shop! Although this is given as a waypoint, you must head to Maribelle's location even though it hasn't appeared on the map yet! Do this, and you'll reach her much earlier!

Park the truck, phone for your fastest car, get inside, and head left (southwest) toward O'Grady's. Don't worry that you're not headed to the chop shop!



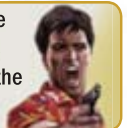
Maribelle's Location: E-7

Step into the truck and draw a weapon. Wait for Maribelle to run to the truck, then accelerate away. You're now heading almost due south toward the Havana Storehouse.



Little Havana Storehouse Location: C/D-11

**TIP** You don't have to defeat any of the attackers on the bridge; in fact it is better to flee and keep the truck as intact as possible. If you arrive late, try to use Blind Rage (build it up in the previous mission), and exit as soon as you can!



Don't delay! Head directly down the street, driving toward Cabana Cigar. Don't head down that shortcut alley because Gaspar's tanker trucks block your way. Instead, make a sharp left turn.



Accelerate along the main road, make a right turn two blocks later, and head for the turn to Oakley's Drive-in Theater. Pass that on the right, but be sure to avoid a flatbed truck coming to block you from the left.



Weave right, turn right immediately again, and enter Havana Storehouse without your truck exploding. If the truck has caught fire, desperately try to reach the waypoint inside the storage grounds.



As soon as you reach the waypoint, park the truck and say adios to Maribelle. Your storage depot is now full of coke at this location, too. You can now attempt distribution missions. Congratulations!

## The World Is Yours: Freelance Plans

### NOTE

Distribute cocaine throughout Miami. "The Plantation" distribution mission is now available. Before you tackle North Beach, you must reach Reputation Level 7 (12,000,000 points).



## MISSION 37: NORTH BEACH FRONTS

### ANGEL DUST DONUTS

The manager of Angel Donuts couldn't possibly sell the store when every police officer, undercover agent, DEA, vice, and SWAT team member is on a 10-minute break at this venue. What he needs is some sort of diversion....

*"Come on, make way for the bad guy."*

### PART 1: CRISPY, AND CREAMED

Angel Dust Donuts Location: S-10

### NOTE

This mission is available once you reach Reputation Level 7 (12,000,000 points).



Park at Angel Donuts and head inside. The manager's having trouble with the police. But he's not a fugitive, he's a hostage to their donut-eating ways. He needs a distraction to get the police out of his store.



You automatically stroll into the parking lot,

secure a cop car, and flee the scene. The police halt their

donut debauchery and give chase. Follow the series of waypoints and try to outrun them without destroying the cop car.



### NOTE

Here are a few points to know before the chase begins:

Your heat and visibility are maxed out, and if the red meter fills up, you're f—ked.

If you stay in one spot for too long, you're f—ked.

If you attempt to leave the cop car, you're beaten senseless by the cops, and you're f—ked.



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## Mission 37: North Beach Fronts—Angel Dust Donuts

Shake off all the pursuers. This is possible if you drive through all the waypoints. Use the guide map to discover where to go, and to find the three areas where you can shake off some pursuers. Head toward the on-ramp, but go via the trees.



### Police Snarl-up Point (trees) Location: R-8



The police follow you, but are waylaid by the scenery, allowing you to accelerate onto the freeway. Stay on the freeway until you spot the waypoint and off-ramp on the right. Weave between traffic (ideally oncoming) if you're being rammed by cops; this is a great way to stop them.

Head down the off-ramp and make a sharp left turn, then drive over the right edge of the gas station and onto the long, right-banked roadway. The cops crash into the gas station and explode, helping your progress.



### Police Snarl-up Point (gas station) Location: O-4

Skid across dirt ground and head for the entrance to the docks where *Mothership 1* was docked. Head onto the rail tracks and follow them, but as you reach a right turn, head close to a gas canister.



### Police Snarl-up Point (large canister) Location: M-4



The cops crash into this canister and explode. The remaining police follow you onto the train tracks. The tracks bend left and parallel the freeway bridge. Increase your speed!

### Unfinished Bridge (chase end) Location: L-2

The railroad bridge hasn't been finished yet! Accelerate to maximum speed and you'll fly over the bridge to the other side. The police chasing you aren't so lucky; they drop into the water below. You've completed the chase!



**CAUTION!** Don't slow down or fall into the water. Line yourself up with the jump to come; if you come up short, you'll fail.



Now return to Angel Dust Donuts. Drive off the railroad bridge, make a U-turn, and head back over the freeway bridge, retracing your steps.

Or, you can reverse and drop into the water, call a boat, pilot it back to Shoreline Storage, and run onto dry land and into the Angel Dust Donuts store. The manager agrees to sell you the place for a rather reasonable \$200,000.



## The World Is Yours: Freelance Plans

Begin your final expansion of Miami: into North Beach. Try out the following plans:

Complete Felix leads and Sandman leads and earn more money, reputation points, and turf percentages, and unlock supplier missions.

Complete small and large supplier missions, complete distribution missions, and deal drugs. Use the money you make to buy Angel Dust Donuts.

Clear gang nests to earn turf percentage points.

Purchase exotics to earn reputation.

Attempt distribution missions in Miami and the Islands, if available.



# MISSION 38: NORTH BEACH FRONTS

## WHIPPET GAMBLING

North Beach's premiere gambling den is waiting for a few non-payment types to settle up. One of them is holed up in a hotel a block away. The manager of Whippet Gambling needs the guy's debt—his LeDorean—paid in full so the manager can recoup his losses. Only then can he think about selling.

*"I got ears, you know.  
I hear things."*

### PART 1: DEBT, THEN DEAD

#### Whippet Gambling Location: U-9

Drive here in the fastest car you own and park on the street. Enter, pass the slot and video poker machines (which you can optionally play), step into the back room, and go left to the manager's office.



After agreeing to help the manager, leave the shop and get into your preferred car. Or, call your driver to bring one around. An Orient is parked at the street end of the alley next to Whippet Gambling, but you have faster vehicles.

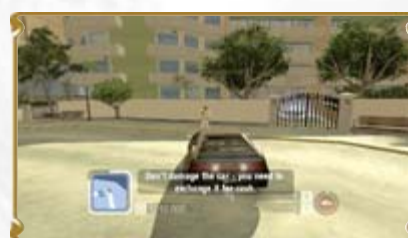


Stun the gambler by ramming his car and hitting its side. The easiest way is to cut across when he's taking a corner and slam into him. Shunting from behind also works as long as you're traveling fast.



#### Gambler's Hotel Location: U-10

Drive toward the hotel, and you'll see the gambler make a break for it in his speedy LeDorean vehicle. He takes a random route through town, and it's your job to stop him. Do this by stunning him.



Don't let the gambler escape; keep the distance meter away from the red! As soon as the gambler is stunned, get out of your vehicle and into his LeDorean, pushing the gambler out. You can slay him at this point, ideally by using his car as a shield as you shoot him from the drivers seat!

**TIP** If you kill the gambler, cops are alerted and will follow you. Shake them before you reach the chop shop. If you don't kill the gambler, he eventually begins to follow you in another vehicle. If he's causing you trouble, slow down and blast him until his vehicle explodes.



#### Compact Chop Shop Location: Q-14/15

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Drive to the small chop shop in South Beach, and arrive without any cops in pursuit (shake them and then return if they're on your tail). Park the vehicle inside the shop; you're instantly given cash for the car.



Call for one of your vehicles and drive it back to the Whippet Gambling parlor. Speak to the manager again and he agrees to sell you the building for \$4,000,000.

## The World Is Yours: Freelance Plans

Continue your expansion into North Beach with the following options:

Complete Felix leads and Sandman leads and earn more money, reputation points, and turf percentages, and unlock supplier missions.

Complete small and large supplier missions, complete distribution missions, and deal drugs. Gather the \$4,000,000 to buy Whippet Gambling.

Clear gang nests to earn turf percentage points.

Purchase exotics to earn reputation.

Attempt distribution missions in Miami and the Islands, if available.

# MISSION 39: NORTH BEACH FRONTS— PENINSULA GENTLEMEN'S CLUB

You must help the lounge manager get rid of a dirty cop who has been extorting the business. His cronies may attempt to halt you, and they carry a variety of nonregulation weaponry (unless the cop's requested back-up from the tree-cutting department). A boat chase means you'll be slaughtering on land and sea.

*"I never f—ked anybody over in my life who didn't have it coming to them. You got that?"*

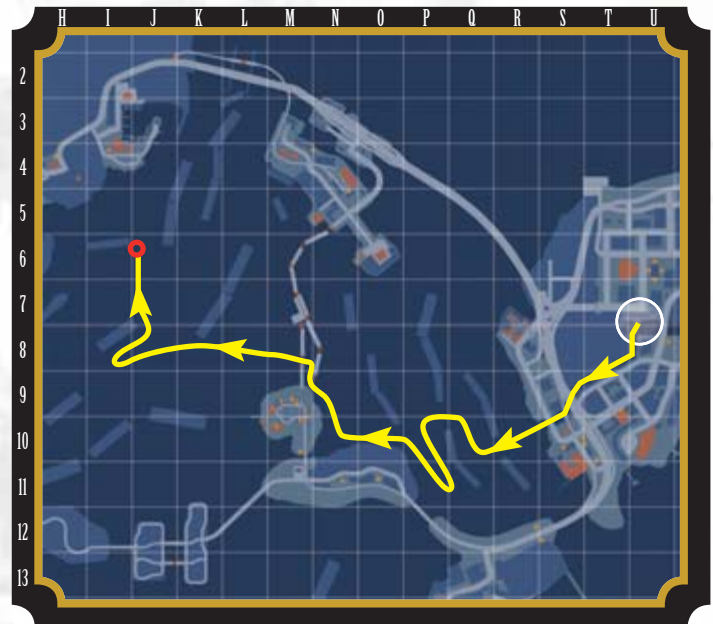
## PART 1: AN OFFICER, NOT A GENTLEMAN

Peninsula Gentlemen's Club Location: U-7

Head over to the club and enter from the road. Or, pilot a boat up the canal and moor it on the dock; this way you can learn the layout of the venue prior to the mission starting, which is an advantage.



No matter which way you enter the club, spend a little time wandering around. You can play video poker and slots and chat with some interesting patrons. Then enter the game room and find the manager's office.



Talk to the manager, and she agrees to sell you the venue, as soon as the dirty cop who's extorting the business has been removed. Walk to the doorway, but don't exit yet. Instead, draw your weapon.





Manually target the two goons standing diagonally across from you. These are undercover cops, and the dirty cop is just beyond them. Bring them down from here so they can't return fire. Then step out into the game room.



The dirty cop flees the scene, and you've got about one and a half minutes to reach a boat and give chase. Draw your favored weapon (something rapid-firing and overly dangerous), and bring down the cop in the corridor.



Climb the steps, slowing and tagging the enemy through the metal fencing, then the foe on the right. Then step out and bring down two more foes before they tear into you.

**TIP** A good idea is to reach the top of the steps, then retreat, waiting for enemies to follow you, and then slay them as they advance. The chainsaw-wielders are much stronger and require multiple hits.



As you move along the stone balcony, the dirty cop leaves in a speedboat. He also leaves about eight henchmen with different weapons (including chainsaws and shotguns) to slow you down. Shoot them from the balcony.



Use the top step of the stairs as cover, moving back and forth and gunning down foes below, and once only a couple are left, run down and slay them,



then blast the barrels on the floating jetty, and head down the ramp.

## PART 2: A WASH FOR A DIRTY COP



Call your preferred boat, because the dirty cop is still in the canal system. Call one with good armor, perhaps a weapon, and excellent maneuverability. Jet forward, and follow the cop using this guide's map.

Now attempt to slay the cop immediately. Accelerate to match the enemy boat's speed, and pepper the hull with your small-arms fire. Check the damage meter in the top right corner, and whittle the craft down until it explodes.



Simply gunning down the cop is also an excellent option. If you encounter an attack boat, strike it only if it fires on you first, and don't take too long as you want to destroy the cop's boat before it reaches a floating gas station.



### Miami Harbor Gas Barge Location: J-6



If the cop manages to wind around the bay for a few minutes, he ends up at a floating gas barge filled with friends, who all open fire on you as you arrive. Your boat can be destroyed in seconds, so stay at a distance.

Although you can ignore these enemies and concentrate on the cop, it is better to blast them, and blast the gas canisters and pumps to create a gigantic fireball. Mop up the stragglers, then execute the cop in one last-ditch attempt.



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## Mission 40: North Beach Fronts—Stein Jewelers

When the dirty cop sinks to the bottom of the bay, return your boat to the mooring outside the Peninsula Club, and run all the way back to the manager. She's ready to sell, but only if you can part with \$10,000,000.



### The World Is Yours: Freelance Plans

Continue to purchase fronts across Miami, and fund your extravagance and reputation with the following plans:

Complete Felix leads and Sandman leads and earn more money, reputation points, and turf percentages, and unlock supplier missions.

Complete small and large supplier missions, complete distribution missions, and deal drugs. When you have a cool \$10 million, buy out the Peninsula Gentlemen's Club.

Clear gang nests to earn turf percentage points.

Purchase exotics to earn reputation.

Attempt distribution missions in Miami and the Islands, if available.

## MISSION 40: NORTH BEACH FRONTS— STEIN JEWELERS

You must derail a string of bank robberies where Stein does his banking. These daring raids are playing havoc with the jeweler's bottom line, and when he believes he can trust you to look out for his business, he'll sell. You need to stop a robbery, chase down the gang to their upper level hideout, and deliver some permanent payback.

*"So, you got the money?"*

### PART 1: DON'T BANK ON IT

Stein Jewelers Location: U-5

Park your fastest (and optionally well-armored) vehicle in front of Stein Jewelers, facing west, and head inside. In the back room, the store manager tells you that his bank is under constant threat of attack. It's time to talk to the bank manager!



JCS Bank Location: T/U-6



Use your weapons locker before you reach the bank. Choose a firearm that's great for cutting down multiple close-range foes.



The JCS Bank is only a block away, so head out to your vehicle, and turn left at the next junction. When you drive over the red waypoint, you're given the option of talking to the manager.



Don't get out of your vehicle yet! To help with a car chase to come, drive up the bank steps and park your car in the gap, facing south. Enter the bank brandishing a weapon.



Five goons are robbing the facility. Tackle the one in the left corner first, then work your way around, dropping the remaining four. Do this quickly and there's no need to build up Blind Rage (unless you want it).



**CAUTION!** If you blast the foes with a subtle firearm, rather than a gigantic hand cannon, the cops won't be alerted as quickly. Pay off cop heat before the mission starts.



When you finish off the five thugs, the remaining crew flees the scene. One of them has a vehicle that won't start quickly. Dash out to your car, and drive it to the concrete ramp and steps.



Head up the ramp into the parking structure, and continue to the fourth floor, the top of the lot. Swing your vehicle around to the left so that when you get out, you can use the car body to shield you from enemies.



Or, if your vehicle is still sturdy, simply drive around the parking lot, slaying about eight enemies. The AK-47 is an excellent weapon to use here. When the bank heist team lies twitching at your feet, the mission is a success!

Take a fast vehicle and drive it off the ramp of the parking structure, landing on the gas station roof below. Then drop down to road level and return to Stein's Jewelers. The manager is ecstatic and agrees to the sale. All you need now is the \$12,000,000!



## PART 2: OFF-ROAD ANTICS

Parking Garage Location: T-9/10

Wait for the enemy vehicle to pass, then pursue it. If the cops have been alerted, simply avoid them. The route (shown on the guide map) is the same, but look out for spike strips!



Follow the enemy vehicle as it winds through a park, then continue to tail it across town to a parking garage. Stay around 60 meters (100 feet) behind it so you can maintain visibility without being shot at.



**CAUTION!** Don't shoot the car! You need to follow it to the location where the rest of the gang is meeting!



## The World Is Yours: Freelance Plans

You have one more establishment to take over before every front in Miami is yours! But first, purchase Stein's Jewelers and take care of the following business:

Complete Felix leads and Sandman leads and earn more money, reputation points, and turf percentages, and unlock supplier missions.

Complete small and large supplier missions, complete distribution missions, and deal drugs. With \$12,000,000, take over Stein's Jewelers.

Clear gang nests to earn turf percentage points.

Purchase exotics to earn reputation.

Attempt distribution missions in Miami and the Islands, if available.

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# MISSION 41: NORTH BEACH FRONTS— COCO'S LOUNGE AND DISCO

Coco's mother, the manager of Coco's Lounge and Disco, has been marked for death, thanks to her daughter's dealings with Gaspar Gomez. You must protect her from her impending demise as Gaspar sends waves of his most expendable forces to execute her, by land and air. He's also hired some sharpshooters to make your life as precarious as possible.

*"I carve him up real good."*

## PART 1: CARNAGE, COCO'S, AND CANADIANS

### Coco's Lounge and Disco Location: V-5



Head to the building with the large "Coco's" sign outside, and then inspect the area. It's imperative that you learn the layout of the building and surrounds before you head to the club. There are two entrances at each end of the building.

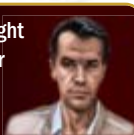


The layout of the club is similar to the Peninsula Club, meaning you can run through from one end to the other. The two-story bar with slot machines is linked to a game room with video poker, and the manager's room.

Visit the manager and she explains the problem with her daughter and Gomez's men. As soon as she finishes speaking, pull out your favored weapon (not the sniper rifle!) and take down two gangsters in the game room!

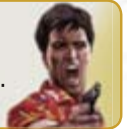


**CAUTION** Make sure you have a clear line of sight between you and the gangsters, as you never shoot through or near the Canadian innocents shrieking in the bar.



### TIP

If you're having problems shooting these two, back up from the office door and wait for the foes to turn up, then cut them down.



You have one minute to get up on the roof (the best vantage point to defeat the incoming waves of gang-bangers). The quickest way to reach the roof is via the game room exit, up the steps, and left along the outside alley to the waypoint.

You're instructed to dash up the stairs to the roof. Do so, and spend a few seconds checking this area out. You're above the skylights of the bar downstairs (these can't be smashed). There's health, a carbine, a sniper rifle, two ammo chests, and four-tube rocket launcher here.



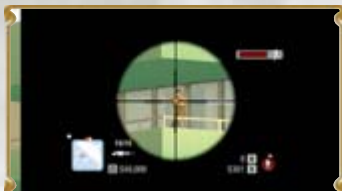


**TIP** Before you retaliate against the sniper, you should ideally have the following weapons:

Four-tube rocket launcher  
Carbine  
Sniper rifle



*The general area to aim at is the green balconied building above the lamppost.*



*The precise area to aim at is the sniper on the top floor balcony closest to you.*

A second later, you're targeted by a sniper, and these shots can kill you easily. Duck down, and use the front of the building as cover. Line up to blast the sniper with your sniper rifle, using the two pictures shown to guide you.



The main forces of Gaspar's troops now drive up and park on the road outside the venue. The five jeeps each contain two enemies. A great way to destroy them is to aim and target the lead jeeps with your rocket launcher.



Or, use your carbine to mow down foes already exiting the jeeps. You have only a few seconds, so check the mini-map for enemy locations and strafe them. Continue this until the entire wave has been cut down.

If you're too slow, you'll receive a message stating that the enemies are near the building. Peer over the edge and blast them. If you're still too slow, the enemies enter the building. As soon as this happens, sprint down the stairs.

Always run right at the bottom of the stairs, to the game room entrance, as this is the quickest route to the manager's office. Dash to the office and slay any foes inside, or wait here for them to turn up. Don't stalk them; let them come to the manager.



**CAUTION** If the enemies make it into the manager's office, you have a few seconds before they drag her out into the street and kill her, ending your mission. Don't let this happen! Check her health (the shield health icon in the top right corner).



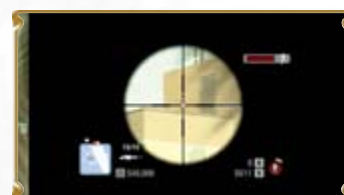
## PART 2: ROOFTOP RAMPAGE



Once you've slain the 10 enemies in the five jeeps, you have a second sniper to deal with. His point of view is shown for a second, and you must use this knowledge, and the mini-map marker, to figure out where he is.



*The general area to aim at is the tallest building left of the green balconied ones.*



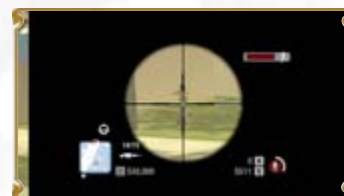
*The precise area to aim at is the sniper just right of the big palm tree, on the roof.*

Move to the corner of the rooftop, crouch, and line up a sniper rifle shot on the enemy through the frond leaves of the big palm tree. Bring him down before he whittles down your health.

Four on-foot enemies now appear: two from the opposite side of the street, and two from the left side of the street. Use the carbine to kill all four. If you don't have enough ammunition to finish the job, reload at the chests on the roof.



*The general area to aim at is the clump of trees left of the Parrot Park sign.*



*The precise area to aim at is the sniper to the right of the second tree from the left.*

Next comes another sniper. Although you may be tempted to fire something other than your sniper rifle slugs at him, rockets and carbine rounds are less precise and you need the ammunition for the next wave of foes.

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## Mission 41: North Beach Fronts—Coco's Lounge and Disco

Next comes an attack helicopter! Make sure your rocket launcher is full of ammunition before you attack the previous sniper, as you'll need it to take down this helicopter. Aim at the spot where the chopper will be, or wait for it to slow down, and fire. One rocket takes it down.



Once you've defeated all of Gaspar's gang members, collect any remaining ammunition and weapons you want from the roof, and head down to talk to the manager. She agrees to sell you the lounge for \$13,000,000.



*The general area to aim at is the top of the second high-rise apartment complex.*



*The precise area to aim at is the sniper on the nearest corner edge.*

Now comes the final sniper, who's on top of the biggest building around. Use the glass skylights as cover (as you're probably wounded after the chopper battle), then locate and shoot the sniper as quickly as possible.



Change to your carbine because about eight on-foot enemies are trying to swarm the lounge as you attack the sniper. Cut them down quickly (use auto-targeting). Dash to the office if any are near the building.

### The World Is Yours: Freelance Plans

Coco's Lounge and Disco is the final business to make your own before the whole of Miami, aside from Gaspar's distribution warehouse, is yours! Remember the following plans:

Complete Felix leads and Sandman leads and earn more money, reputation points, turf percentages, and unlock supplier missions.

Complete small and large supplier missions, complete distribution missions, and deal drugs. Once you have \$13,000,000, buy out Coco's Lounge and Disco.

Clear gang nests to earn turf percentage points.

Purchase exotics to earn reputation.

Attempt distribution missions in Miami and the Islands, if available.





## MISSION 42: LEOPARD STORAGE

Gaspar Gomez is still a considerable force in this city thanks to a well-positioned storage facility on the west side of town. Heavily armed henchmen guard this warehouse, and Gomez is throwing all of his Miami forces into this area to cope with the threat you pose. Meanwhile, you arrive with a group of associates, intent on taking this distribution network over. Just be sure you can handle everything Gomez throws at you!

*"Amigo, the only thing in this world that gives orders is balls."*

### PART 1: LAST GASP FOR GASPAR IN MIAMI

Leopard Storage Location: R-7/8



Travel to the storage area and walk to the waypoint at the front gate. You shout your take-over intentions at the assembled enemies while your friends arrive. Keep your weapon holstered for the moment, and back up.

**NOTE** If you keep your weapon holstered, you can move into the storage yard and get about halfway in before enemies begin to fire. This is more dangerous than tackling them from outside, however.



With your henchmen nearer the enemies, stay at the near side of the fence and open gate, draw a rapid-fire, AK-style machine gun, and begin to slay all the visible enemies inside the yard. Your associates open up, too.

**TIP**

Manually aim and taunt to build up your Rage meter during this fight.



Blast the explosive barrels on the left, but leave the cars intact (it takes too long to demolish them). Continue to mow down about eight advancing enemies. Keep this up until no more red dots appear on your mini-map.

Now advance into the yard. The place is suspiciously quiet, but there are red dots on the rooftop to the left and around the left corner. Stay away from them for the moment. Remember the stairs on the right leading to the building roof.



Pass by the steps and around to the right, between the wall and a container. Move along the facility's right wall and the containers to the far end. Continue along the right perimeter wall until you read the sign saying "they've blocked you in."



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## Mission 42: Leopard Storage

Reach the end of the containers. The route you took prevented a sniper on the rooftop from hitting you. Now get behind the wooden crates, manually aim up at the corner of the rooftop of the tall left-side building, and bring down a sniper.



Massacre the entire squad of Gomez's goons with your rapid-fire weapon, starting with the ones coming in from the far end, and then finishing the ones in the nearer side garage. These drop SAWs, and it's imperative that you pick one up.

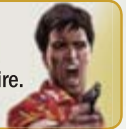


**TIP** If your aim isn't as good, climb onto the right side garage roof and attack him using this additional height. Save the bazooka that's up here for the helicopters.



Do the same a second time, as there are two snipers. With both of them removed, you can stay in the area near the crates. Don't stand too close to the crates because explosive barrels are nearby.

**TIP** Sprint to the side gate behind you, release it at the waypoint, and more of your henchmen pour in. These guys can soak up enemy fire.



Gaspar means business; he now sends two attack helicopters to try to cut you down. Arm yourself with the SAW, and keep running! If you don't, you'll die in a second. Run quickly, but aim up at one of the choppers, and shoot at it.

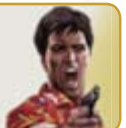
The SAW's bullets rip through the helicopter, and you can down it in seconds. Now run across the yard, moving as fast as you can, and shooting at the second chopper until that explodes.



**NOTE** You can use bazooka rounds and hide behind the containers or inside any of the now-open garages, if this tactic isn't working for you. However, you're not moving when you aim the rocket launcher, making this plan a little more dangerous.



**TIP** One well-placed rocket can down both choppers, if you strike one when it flies close to the other and it explodes, crashing into it. Impressive!



As soon as you've slain the final foe here, the remaining troops try an ambush. The side garage to your right opens, and so does one at the far end of the yard, on the left. Now is the time to launch into a Blind Rage!



You've slaughtered Gaspar's Miami troops at his storehouse, and you can now begin a gigantic, city-wide distribution run! You also receive a phone call from the Sandman. It seems he's having trouble holding off Gaspar's goons down south. Get there as soon as you can.





**[NOTE]** North Beach, and the whole of Miami, is now yours! Congratulations!



## The World Is Yours: Miami Distribution

After the final chopper falls out of the sky, you can begin the most dangerous, but ultimately rewarding, narcotics distribution of your career. Head to the open garage and select an exotic vehicle with great handling, armor, and speed. Then start your distribution.



**[NOTE]** You have 16 fronts and a bank to reach, so don't expect this to be easy! Below is a list of each venue, in the order it is recommended to reach each of them:



Drop-off #1 Location (Peninsula Gentlemen's Lounge): U-7

Drop-off #2 Location (Stein Jewelers): U-5

Drop-off #3 Location (Coco's Lounge and Disco): V-5

Drop-off #4 Location (Whippet Gambling): U-9

Drop-off #5 Location (Angel Dust Donuts): S-10

Drop-off #6 Location (Chi Peso Trattoria): Q/R-14

Drop-off #7 Location (Swansong Hotel): Q-14/15

Drop-off #8 Location (Sun Ray Hotel): Q-15

Drop-off #9 Location (Macau Fast Food): P/Q-14

Drop-off #10 Location (Pedro's Pawn Shop): E-11

Drop-off #11 Location (Oakley Drive-in Theater): C/D-10

Drop-off #12 Location (Cabana Cigar): E-8

Drop-off #13 Location (Babylon Club): D/E-6

Drop-off #14 Location (Fidel's Records): E-6

Drop-off #15 Location (U-Gin Shotgun Bar): F-4

Drop-off #16 Location (O'Grady's Liquor Store): H-4

JCS Bank Location: G-3/4

Just as with the previous distribution plans, plot your route using the map, and deliver drugs to your fronts in the order shown above. Ignore the enemy vehicles attempting to stop you, and concentrate on reaching each destination.



Then drive to the JCS Bank coming back from O'Grady's and attempt to launder the money at an acceptable rate. You have more venues this time, so expect more enemy encroachment.



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## Mission 43: End Game Distribution Mission—The Plantation

Remember! You end your distribution mission by reaching the bank, but you don't launder the money until you talk to the teller. Attempt to get the best interest rate you can.



**TIP** Be sure to fortify your fronts before you begin distribution. Select the Empire menu, and Turf. Select your fronts and purchase surveillance and henchmen to defend them. Although you'll have to pay to replace surveillance and henchmen, they fend off attackers and allow you to distribute with ease.



**TIP** Additionally, choose a vehicle with a huge armor rating, such as the Stampede. This lets you take damage during your run and still have enough left to finish visiting all fronts.



**NOTE** When this distribution ends, visit the Sandman at the island plantation.



# MISSION 43: END GAME DISTRIBUTION MISSION— THE PLANTATION

The Sandman has been fighting off the Ortega Cartel from taking control of the islands for their own smuggling purposes and has started a war with them. The Plantation is in danger. Close to a harvest, the Sandman has hired locals to help work the fields, but his security forces have information regarding a planned assault on his operation to try to disrupt the harvest by killing his work force. They need to be protected at all costs. This is in your best interest because this harvest is what will supply your storehouses with the product you need to complete your empire and give you the power to finally go after Sosa.

*"Nothing we can't fix."*

## PART 1: AIN'T GOT TIME TO BLEED

Plantation Location (field hut): Q-18

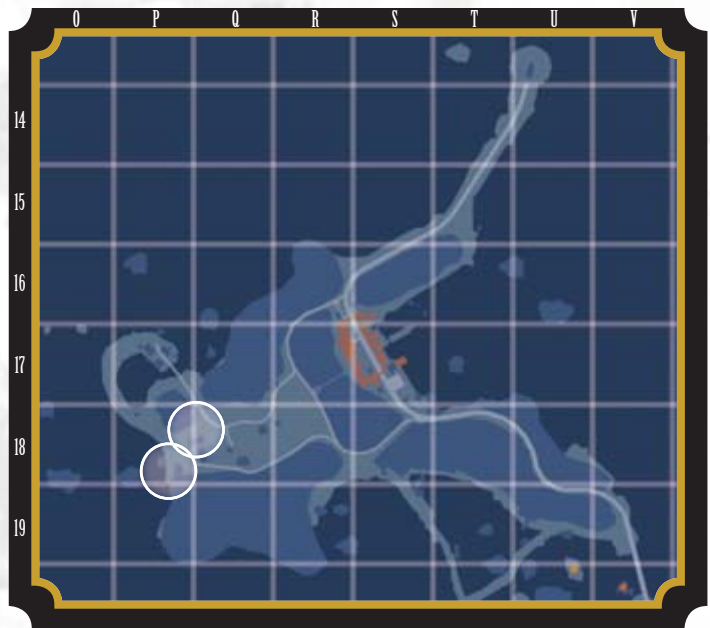
**TIP** Make sure you have a full complement of rapid-fire machine guns and rocket launchers before starting of this mission. Your weapons dealer is a key asset here.



Journey to the plantation area of the island and get out of your preferred vehicle. In this case, a Stampede is a great choice. Move over to the field hut, and check the gate area ahead, between the two scaffold towers.



Move to the hut, and if you need it, pick up the bazooka, or remember to pick it up after the forthcoming combat, if you run out of other rockets. Now move into the waypoint. You watch as a jeep moves through the gate and knocks out a scaffold tower guard.





The battle begins!  
You must complete the following tasks:

- Protect the Sandman's henchmen. If two henchmen die in this ensuing struggle, you fail.
- Wipe all the enemies from the island. Enemy vehicles are optional targets.



**TIP** If you require a little more time during the combat, block the gate with your Stampede truck. Enemy vehicles and infantry must now go around it, slowing them down.



Begin to cut down the two enemies as they disembark from their jeep. Do this immediately, as the main force of foes arrives, heading toward the gate. There are a number of ways to deal with the threats at hand:



By far the best idea is to run to the machine gun nest and use the mounted machine gun as your primary weapon. It has infinite ammunition, you aren't using your own firearms, and the weapon is devastating! If you don't

use it, a henchman does, but he's not as competent as you.

A series of trucks now appear, with a mounted machine gunner in the flatbed at the back. Strafe these first, starting with the gunner because he inflicts damage on your team at the fastest rate. Then aim at the truck itself, blasting it until it catches fire.



This allows you to wound the two other enemies in the truck, who get out (or are caught in the truck explosion). Finish them off. Repeat this four or five more times for

each additional truck that appears.



**TIP** If you don't keep up with killing incoming enemies, your position is swamped. Be sure you check the mini-map for red "X" signs—the trucks—and fire at them as soon as possible. Make sure they're damaged before they even get through the gate!



In-between the waves of trucks are around half a dozen infantry heading through the gate. Bring your mounted machine gun to bear on them, cutting them down easily. Concentrate on the nearest foes first, then those behind them.

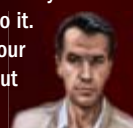


The other way to tackle this fight is to bring out a rocket launcher and aim it at each of the trucks as they come in. Explode them as they pass through the gate, before they stop. Then swap to a machine gun for the on-foot foes.



Continuously check the mini-map for enemies. If any slip by your mounted machine gun (they're either to your right, or below the rocks so you can't hit them), break off from the nest and execute them on foot.

**CAUTION** You can't rely on your henchmen to kill anyone you might miss. Break off from the nest, then quickly return to it. Do this only during a lull in the action! Check the health of your henchmen, and help them when you aren't being swarmed, but before the henchman dies.



## PART 2: PAYBACK TIME

Plantation House Location: P-18

Once all the island gang members have been dispatched, the front gate is secured, but the Ortega Cartel isn't finished with the Sandman's operations yet! Collect the bazooka if you need it, and head up to the plantation house. It's under attack!



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# Mission 43: End Game Distribution Mission—The Plantation

## TIP

Bring your heaviest, meanest, military-spec vehicle. The Stampede is a great choice!



Drive to the plantation house using the optimal path. Head left from the hut (don't forget to claim that bazooka on the side of the hut!), through the gate, and up the side of the hill where the coca plants are growing. Make a right.

Head through the waypoint, and bring a gun to bear on the two cartel thugs attempting to shoot the place up. Park your vehicle and step out. You need to find the Sandman. He's inside the main house (ahead of you) in the ground floor, left corner.



There are sniper rifles, bazookas, assault rifles, and health packs inside the plantation house (and only the health packs can be claimed after the next battle). Grab your preferred weapons (or for optimal planning, a machine gun

and bazooka), then speak to the Sandman.



He lets you know that the Ortega Cartel isn't quite finished with you yet! Run out to the sandbags outside, and prepare to destroy a final few waves of jeeps, helicopters, and more island gang henchmen than ever before!

## NOTE

The Sandman must survive this fight. There's no need to locate him; just shoot everyone who isn't him. The Sandman's henchmen are now expendable, so ignore them.



Peer at your mini-map, and at the first sign of an enemy (a jeep coming down the dirt road you were just on), bring out your rocket launcher, and the targeting reticle, and plant a missile into the jeep. It explodes, killing both occupants.

## NOTE

The following Ortega Cartel troops will attack you, usually in this order:

- One jeep with two gang members.
- One helicopter dropping four snipers on the barn roof.
- One attack helicopter.
- One helicopter dropping four commandos in the left-side bushes.
- One jeep with two gang members.
- One helicopter dropping four commandos in the left-side bushes.
- One armored personnel carrier with two strong gang members.

If you have only a few rockets left, save them for the attack helicopter and APC.



## NOTE

If you're too slow, the foes inside the jeep can hop out; make sure this doesn't happen! If it does, destroy the jeep with a rocket as soon as you can, or if the enemies are already out, switch to a machine gun.



## TIP

Remember that if you're wounded (or being constantly killed), you can fire on foes from your Stampede to avoid being slain, although the vehicle is much less maneuverable.



Keep your rocket launcher poised, as a couple of seconds later, a helicopter swoops down onto the roof of the barn opposite, and drops four Ortega snipers. This can finish you and the Sandman in a single hit!



However, with a single well-aimed rocket, you can destroy the helicopter before it deploys its troops. This is the best-case scenario. Next is using a rocket and blasting the four snipers with one shot. Or, use a machine gun if you're too slow.



Check your mini-map. If an airborne enemy is coming in from behind, swing around and fire a rocket just as it passes overhead. This is an attack helicopter and it must be downed immediately. Make sure to lead your aim!



Next comes either a jeep from the same direction (check the map, and use the same rocket-launching techniques) or a helicopter dropping four Ortega commandos in the bushes to the left of the barn. Have your rocket launcher ready and blast the chopper from the sky.



An APC approaches from the dirt road. Finish it with a single rocket. Again, it's better to fire at it from range or the foes will get out and fire on you. Dispatch these final two adversaries, and the battle is over.



If the chopper lands and deploys the four commandos, ignore it (it won't fire back), and instead strafe the area with your SAW or machine gun, and make sure all four commandos are dead.



Once the dust settles, head to the Sandman and speak with him. Apparently Sosa's men have found the processing lab. "We need to move in and clean this shit up!" the Sandman advises.



Another helicopter will land in the same place (after the jeep) so expect two waves of commandos. Execute them in exactly the same manner as before. Then prepare for your final attack!

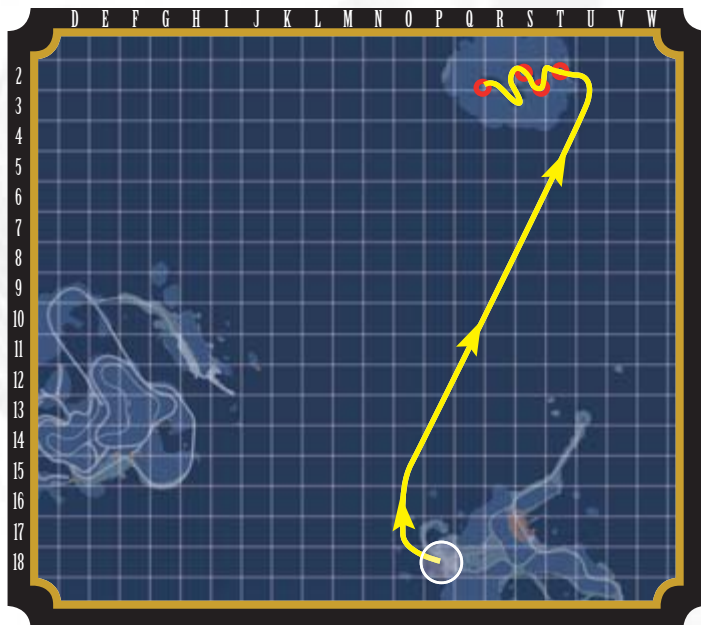
## MISSION 44: END GAME MISSION— TRANQUILANDIA

Tranquilandia is a well-protected island where the Sandman has his processing lab. The Ortega Cartel has taken control of the island and is holding all of the Sandman's best chemists and technicians as hostages. Without this lab, the harvest cannot be turned into the grade-A cocaine that fetches the highest price. You must travel deep into the island's main river and liberate the Sandman's laboratory, free any hostages, and steal as much cocaine as you can.

*"This is paradise, I'm tellin' ya."*

### PART 1: BUNKER BUSTING

Sandman's Dock Location: P-18



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## Mission 44: End Game Mission—Tranquilandia

The nearest dock to the remote island of Tranquilandia is the one the Sandman owns, near the plantation you just defended. Call for a boat from here, and head to the dock. Pilot your boat northward, toward the marker on your mini-map.



Check the windows of the bunker for enemies and bring them down. There are six to eight enemies on this side of the river. Once inside the bunker, take a bazooka, a sniper rifle, and health. The captive has been slain.



Your boat should have guns and excellent armor.



As always, a quick auto-target shows where the enemy is. Then manually target, taunt, and slay him to build your Rage meter, which you'll definitely need during this expedition.



During your trip, you encounter pirates. Dodge or fight them, depending on how aggressive they are. It's always better to ignore pirates unless they're doggedly determined to attack you.



When you reach the mouth of the river on the island of Tranquilandia, you'll see a waypoint showing a bunker where a stash of weapons, ammunition, and health is available. This needs to be taken from the Ortega Cartel.



Ignore the enemies on the opposite side of the river mouth, milling around the small wooden hut. They don't hold any ammunition or items you need. They're there purely to whittle your health down.



Of course, you can clear them away so they can't shoot at you as you escape. Moor your boat on the right side of their area, shoot up the place, then step out. Run to the hut so no more enemies appear, and slay them all. Watch

for foes just inside the hut as you enter. Blowing up barrels helps clear them out.

### Bunker Location: T-2

Moor your boat away from the bunker if it has little armor, or head along the left bank firing at foes if your craft can stand the return fire. Ignore the enemies on the right bank for now.



When you've removed the initial wave of foes on the left bank, step onto the shore, and head along the left rock wall, which aids in your cover. Shoot the explosive barrels from a distance, and gradually proceed to the bunker.

## PART 2: IT'S A JUNGLE OUT THERE

### First Camp Location: S/T-3/4

Your boat cannot enter the island because of the collapsed bridge blocking the river mouth. Moor it and jump off, onto the left side of the river. Head over the steps past the bridge, and begin to move up the jungle path, left of the river.





**NOTE** You can inspect the area of flat ground to the right of the broken bridge, but there are no vantage points or areas of interest. You might think about swimming up the river, but this place is still shark-infested!



Crouch and bring out a carbine, and watch the path up ahead for a single patrol member. Bring him down with a manually targeted shot so he doesn't spot you, retreat, and bring a load of reinforcements. Continue up the shallow rise between the rocks.



Round the corner and immediately bring out your sniper rifle. You've been spotted by Ortega's crew, and you must gun them all down as they mill about camp. Your biggest concerns are the foes on the towers, the first of which is ahead, on your right.



Shoot the foe off the tower, and then a second foe off the other tower that's directly behind it, at the far end of the camp. Once you've downed these two, the rest of the fighting is against ground troops. Bring out your machine gun.

Sidestep out, and back into cover, training your weapon on the nearest foes, and edging forward down into the camp. Aim your weapon at the explosive barrels dotted everywhere so enemies are sent sprawling by the explosions.



Continue to blast the oil drums, and then foes, building up your Rage meter, which should be full. Then unleash

Blind Rage,

and storm the center of the camp, ripping apart the remaining foes. Watch for them coming out of the buildings.



When the Blind Rage wears off, and you've reached the buildings (which stops additional enemies from appearing), conduct a quick sweep of stragglers, who are usually standing in the doorway to one of the two buildings you can enter.



Package #1 location



Package #2 location



Package #3 location

With all foes slain, it's time to liberate the narcotics packages lying about. Package #1 is resting by the left building. Package #2 is inside the middle building. Package #3 is inside the right building.

## PART 3: CARNAGE WITH THE ORTEGA CARTEL

### Second Camp Location: S-2

Once you've cleared the first camp, continue your trek into Tranquilandia. Cross the half-submerged bridge, and head up the jungle path. Ahead, you see a junction with one path heading left and one leading to a small shack.



Look left with your sniper rifle, and dispatch a sniper on a tower across from you. Ignore the other enemies for the moment (or wait for a very strong Colombian to appear with a SAW and gun him down) and then move into the shack.

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## Mission 44: End Game Mission—Tranquilandia

The shack contains a health pack, ammunition, and bazookas. This is a prime spot to return to (as you should have full health at the moment). Refill your machine gun ammo, and head back to the junction.



You can now continue the Blind Rage and blast the foes in the third and fourth sniper towers, before killing three foes inside the two-story building. Or you can use cover, peer out, blast the third sniper in the tower, then explode the gas canisters.



You may be attacked by a very strong Colombian with a SAW. Bring him down immediately, then approach the bushes to the right of the rope bridge very slowly. You can just make out a second sniper tower behind the rock to the right.



Edge forward, ideally around the narrow path left of the row of buildings, and shoot down the fourth sniper from his tower, and then storm the third building, auto-aiming at the remaining foes. The camp is now secure.



Shoot the sniper on this tower, and then use the SAW you grabbed from the Colombian (ideally after returning to the shack to grab more ammo for it). Then mow down the enemies from the near side of the bridge.



*Package #4 location*



*Package #5 location*

Move to the opposite side of the bridge, and duck behind the wooden planks, using them as cover. Cut down the foes behind the circle of sandbags, and begin to plug away at any oil drums you can see.



*Package #6 location*



*Package #7 location*



At this point, you should be able to spot two more sniper towers. One is at the far end of the camp, and the other is to the right of the large gas canister near a two-story building, right of the third tower. Step right to avoid this fire.

Enemies are pouring out from the left side of the house, so stay in the sandbag area and cut them down. Blind Rage is a great plan here. Shoot the barrels, explode the enemies, and remove all threats from this part of camp.



Now locate the packages in this camp. Package #4 is in the left building with the open door. Package #5 is by the left side of the two-story building, right of the third sniper tower. Package #6 is on the ground floor of the two-story building, under the table. Package #7 is on the upper story of the building, by the medical beds.

Search the camp for ammunition and health packs (there's one inside the upper story of the main building), and free the prisoner from the ground level of the two-story building. Return to the weapons cache for ammunition if you need it.





## PART 4: THIRD TIME'S A CHARM

### Third Camp Location: Q/R-2

#### TIP

Before you head to the third camp, grab a machine gun or assault rifle other than the SAW. One with an auto-target lets you to pick out foes easily.



Head down to the rickety dock, jump into the boat, and travel upstream to the innermost camp. Approach slowly and turn the camera so you can see the bank and slope on your left. Note the single sniper tower.



#### TIP

You can call for a boat at this point and use a much better craft to help you tackle the final camp. But remember to take the drug boat out of Tranquilandia, as it has drugs stashed aboard.



Use the AK-47 or carbine to strafe the hillside, then concentrate on two foes in the water at the dock. They can seriously damage your craft if you don't blast them. Get out of the boat immediately, so it isn't targeted.



Hide behind a large tree, and begin to slaughter all the incoming foes. Then peer out and aim up at the sniper tower above you, and blast the sniper out of his nest with an AK. You now have two methods of entering this camp.

The first involves sprinting up the path to your left. This is more dangerous than the preferable plan: sprint directly up the hill, right of the sniper tower, and crouch under the window of the main building, looking left.



You can now manually target and blast all the foes coming around the corner of the building at you. Keep this up until your Rage meter is filled, and then storm the camp, slaying all foes. Enter the main building on your right to stop more foes appearing.



#### NOTE

If you chose to run up the main path, dive into the lower of the two buildings, then peek out, blast the large gas canister, build your Rage, and then massacre the camp foes from this location instead.



Package #8 location



Package #9 location



Package #10 location

Now seek the final three packages. Package #8 is inside the lower building, near a health pack. Package #9 is outside the lower building, near the gas canister. The final package (#10) is inside the main building, on the right.

#### CAUTION

Be sure you inspect the entire camp. There are two enemies in the back room of the main building, and they can cut you down! Don't get ambushed by them!



## PART 5: MR. SANDMAN, BRING ME A DREAM

You can now free the final hostage in the back room of the main building, and flee this island! Sprint down the hillside to the drug boat (make sure you take this vessel out of the island). Accelerate through the winding river.



### Sandman's Dock Location: P-18

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## Mission 45: End Game Mission—The End



Many of the Ortega Cartel's troops are standing in the water. Do not engage them! Your boat is fragile, and all is lost if it explodes! Instead, speed up and wind through the river, then leap the broken bridge at the river mouth.



Turn right as you reach the ocean, and you're prompted to return to Sandman's dock launch. Avoid pirates and running aground until you finally reach this location, which is where you started this mission.

**NOTE** Don't worry if your boat explodes on the way back to the dock. You restart just after completing camp #3, and your boat is undamaged.



Moor on the right side of the dock, get out, and run up the winding hill path to the plantation for a talk with the Sandman. Now you own Miami, the Sandman offers you his entire plantation!



### The World Is Yours: Freelance Plans

**NOTE** The Plantation is yours without a cash requirement.

You must now level up to Reputation Level 8, which requires 20,000,000 points. Once you reach this point, you're ready to tackle Sosa.



## MISSION 45: END GAME MISSION— THE END

Both Sheffield and Gaspar are visiting with Sosa at his estate in Bolivia to discuss how to deal with you in Miami. You decide to arrive as an uninvited guest. Sosa and Gaspar summon all their available troops to stop you. This will end it, once and for all.

*"You're going to die, Alex, for everything you did in your entire life!"*

### PART 1: COMPOUND FRACTURE

Float Plane Location: V-10

**NOTE** This mission becomes available once you level up to Reputation Level 8 (20,000,000 points).



Once your reputation has reached a high enough level, you can charter a float plane to Bolivia, and begin a final carnage-filled attack on Alex Sosa's mansion compound. Head to Hotel Normandie, where you slaughtered most of Gaspar's men early in your career.





If you take a car like the Ariel, you can drive to the fountain roundabout, into the parking lot, and through the narrow passage to the jetty itself. Or, take a boat, and move to the float plane that's ready to take you to Bolivia.



### TIP

Before you reach the float plane, it's an exceptionally good idea to have a full Rage meter.

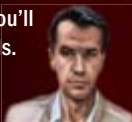


You take the float plane south to Bolivia, where Sosa is meeting with Gaspar Gomez and Sheffield. They're having a heated argument about how to deal with you. They'll soon have a chance as you arrive at the compound!



### CAUTION

The following battle is the toughest you'll face, and if you run about like a madman, you'll die in seconds. Here are the best tactics for surviving the entire fight.



When the battle begins, you're on the upper ground-level part of Sosa's formal gardens. Enemies will be constantly attacking you from either side of the upper gravel area, from the lower part of the gardens, and from the walls above and around you.



Your only weapon is the deagle, so manually aim at the four incoming enemies, and slay them. As soon as you slay those four, more enemies appear on the upper catwalk. Sprint over to one of the fallen foes and pick up his AK-47.



Now begin a tactical massacre of 24 of Gaspar's troops before the walled gates open. Sheffield appears



on the upper catwalk in the middle of the exterior wall with a rocket launcher, but ignore him for the moment. Stay close to this wall!

Begin to slay enemies, constantly moving so you aren't struck by bullets, and blast away at anyone you see. Manually target to build up your Rage meter, but don't taunt because you're exposed. Continue with this plan.



### TIP

Use the following tactics to ensure you don't die!

- Stay close to the two health packs near the upper wall. When you reach half health or below, grab a health pack. Then move close to the other health pack, and continue to fight. Grab this health pack when you reach half health.
- Execute Blind Rage as quickly as possible. Then, after the rage subsides, build it up again with manual targeting. Auto-target only if you're looking for an enemy you can't easily spot, then switch to manual targeting. Execute Blind Rage when you reach one quarter of your health, or higher.



Continue this messy massacre, blasting foes until only a few remain. Then head down to the lower formal gardens area, and check the two outer rooms. The left has two health packs and the right has one. Grab these only if

you need them. Use the two middle rooms as cover.



Toward the end of this slaughter, after you've slain the 24 guards in the gardens, guards tend to clump together at the bottom area where the open gates are, and by the central part of the catwalk where Sheffield is hiding.

Keep your distance from these areas, and fire on the guards.

### TIP

The two side gates to the catwalk stairs open only once the first 24 enemies are defeated.



When only one or two enemies are left, and these are on the walled catwalk above you, move to the upper ground area, and go through one of the open gates. Quickly climb the steps and slay anyone on the catwalk.



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## Mission 45: End Game Mission—The End

Now for Sheffield! He may be carrying a bazooka, but he's not the fighting type. When you reach the central part of the catwalk, simply walk up and punch Sheffield. You automatically strangle Sheffield and break his neck as he gurgles in protest.



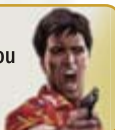
This room has two exits: the one you dashed in from, and the one at the top of the stairs. This can now be defended. As the Blind Rage continues, sprint up to the top of the stairs, onto the roof, and slaughter more foes in the room to your left.



## PART 2: LAST GASP FOR GASPAR GOMEZ

### TIP

You should have filled your Rage meter to maximum just after you kill Sheffield. Make sure this happens!



One down, two to go! Take the bazooka by Sheffield's corpse, and fire it at the waypoint: the central entrance to Sosa's compound, at the base of the formal gardens. The door explodes. Head down to it.

### TIP

Collect full health from the lower garden rooms before continuing.



This next part is tricky, but you must dash for a room you can actually defend. Step into the passageways surrounding the courtyard, and you talk to Gaspar, who soon flees the scene. Draw your AK-47 immediately.



Run right, around the covered corridor to the doorway in the far right corner, step in and turn right, and quickly slaughter two goons on the ground level and three more on the stairs. Do this immediately.

### TIP

Blind Rage is excellent here!



### TIP

Is your Rage meter not full yet? Then as soon as you finish speaking with Gomez, retreat back to the lower formal gardens area and seek cover, then cut down all enemies, heading back to the outer rooms for health. Once your Rage meter is full, dash in, and use it when you reach the far right doorway.



Dive into this room as the Blind Rage subsides, and then stay in here. There's a great view of the rooftop balcony from here, and you can crouch, using the table as cover. Wait for foes to arrive at the doorway, and slaughter them!

Continue with this plan until you fill your Rage meter again and there's a lull in the action. Then step out onto the rooftop balcony and move left and around, shooting at Gomez until he heads into the room opposite.



### TIP

Find health in the middle of this roof balcony, and another down in the interior courtyard.



Unleash Blind Rage here, and wade through the enemies on the roof, making sure Gomez descends the interior steps. Stay on this level though; don't follow him just yet.





Now continue to massacre enemies on the rooftop from this new location, build up Blind Rage, then head downstairs. Or, in a lull, head down and fire at Gomez. He runs off, but four thugs await in the wine room.



There are four on the stairs behind you, and this ambush can kill you if you don't fight forward, into the lower inner courtyard, and turn left, heading along the inside corridor. Gomez is at the far end. He disappears to the left.

## PART 3: SO LONG, SOSA!



Follow Gaspar into his room, and cut him down. "It's over Gaspar!" you yell as the drug kingpin falls to his knees and dies at your feet. Dash left, into the bedroom where you can grab a health pack.



With renewed vigor, stay in this bedroom and slay any more thugs who come in from the courtyard, and build up your Rage meter. Then exit the room, and head along the corridor, turning left into Sosa's main room.

You and Sosa continue a heated argument about the hit you failed to execute on the car with the child in it, and the rage builds deep within you. "You're going to die, Alex, for everything you did in your entire life!"



Once the argument is over, you've got a tough fight on your hands. Sosa can kill you in three shots with his deagle so keep your distance. Make use of the mansion grounds, and take pot-shots until Sosa falls.

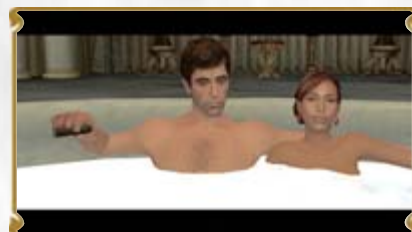


## ENDGAME: "SO SAY GOOD NIGHT TO THE BAD GUY!"



Sosa staggers and falls onto his blood-splattered couch. "You see? I knew there wasn't a shortage of platters!" You leave the compound, pausing for a second as Sosa's henchman pleads for his life. "You want a job?" you ask.

If you finish the 100 percent playthrough, you relax in your gigantic bathtub with Venus, and you're waited on by your newest employee. "Vodka for Venus, gin for Tony." The world is most definitely yours. Sosa is dead, and your empire is complete.



## Endgame: 100 Percent Completion Plans

You've completed your final mission, but there's still some unfinished business to attend to before you can rest. Here's what to aim for: 100 percent game completion!



Kill all the gangs in the four main turfs (Little Havana, Downtown, South Beach, and North Beach). You do not need to kill gangs in the Industrial area, trailer park, or Islands.

Kill Sosa if you failed to complete The End mission.

Purchase all the exotics

Repair all of your vehicles, boats, and fronts.

Obtain 1,000,000 Balls and complete all Femme Fatale rendezvous missions to gain increased statistics.

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# APPENDICES

## CHEATS

Enter these on the Cheats screen of the Pause menu.

Cheat	Code
1,000 Balls	FPATCH
Antique Racer	OLDFAST
Bacinari	666999
Black Suit	BLACK
Blue Suit	BLUE
Blue Suit w/shades	BLUESH
BReal "The World Is Yours" music track	TUNEME
Bulldozer	DOZER
Change Time of Day	MARTHA
Decrease Cop Heat	FLYSTRT
Decrease Gang Heat	NOBALLS
Dump Truck	DUMPER
Fill Ammo	AMMO
Fill Health	MEDIK

Cheat	Code
Grey Suit	GREY
Grey Suit w/shades	GREYSH
Increase Cop Heat	DONUT
Increase Gang Heat	GOBALLS
Lightning	SHAZAAM
Rain	RAINY
Sandy Shirt	TANSHRT
Sandy Shirt w/shades	TANSH
Stampede	BUMMER
Tiger Shirt	TIGSHRT
Tiger Shirt w/shades	TIGERSH
Vehicle Repair	TBURGLR
White Suit	WHITE
White Suit w/shades	WHITESH

## EXOTICS

### Key

H: Henchman

G: Garage

B: Boathouse

M: Mansion

U: Uniques

F: Furniture

D: Décor

I: Investments

Rep and Exotics: Level 1			
Exotic	Cost	Rep Increase	Notes
H: Driver	\$15,000	11,000	—
H: Boat Pilot	\$40,000	60,000	—
G: Bandit ST	\$10,000	2,400	—
G: Orient 380	\$12,000	3,000	—
G: Stretch Limo	\$250,000	20,000	—
G: GPV Offroad	\$14,000	1,000	—
B: Jet Boat	\$10,000	4,600	—
M: Renovate	\$25,000	47,000	—
U: Manny's Remains	\$8,000	10,000	—
F: Liquor Cabinet	\$7,000	8,000	—
F: Comfy Chair	\$2,000	1,000	—
F: Cigar Stand	\$4,000	5,000	—
F: Jukebox	\$3,000	4,000	—
D: Stuffed Pelican	\$700	2,000	—
D: Bong	\$2,000	1,000	—
I: Montana Records	\$100,000	61,000	Unlocks New Music Tracks and Creates New Playlist
I: Montana Holdings	\$2,000,000	40,000	Fronts Cost 10% Less to Purchase

Rep and Exotics: Level 2			
Exotic	Cost	Rep Increase	Notes
H: Arms Dealer	\$15,000	37,000	—
H: Enforcer	\$30,000	40,000	—
G: Santa Monica	\$15,000	2,000	—
G: Monterey Shark	\$24,000	3,000	—
G: Caballo El Ray	\$16,000	1,500	—
G: Lakota Fastback	\$40,000	1,500	—
G: Mojave	\$28,000	5,000	—
B: Picklefork	\$53,000	25,000	—
B: Antique Trickcraft	\$35,000	45,000	—
U: Gina's Remains	\$8,000	19,000	—
F: Projection TV	\$55,000	45,000	—
F: Vending Machine	\$2,500	3,000	—
F: Liquor Display	\$4,500	5,000	—
D: Stuffed Tiger	\$24,500	60,000	—
D: Exotic Fern	\$500	2,000	—
D: Vintage Wine	\$8,000	11,000	—
I: Montana Fitness	\$1,500,000	200,000	All Henchmen Gain 50% Health



### Rep and Exotics: Level 3

Exotic	Cost	Rep Increase	Notes
G: Tomahawk	\$18,000	5,000	—
G: GS Wohlabend	\$45,000	20,000	—
G: Lightning	\$25,000	25,000	—
G: Delphine	\$50,000	40,000	—
G: Conick N29	\$70,000	20,000	—
B: Cigarette Boat	\$160,000	180,000	—
M: Modern	\$400,000	100,000	—
U: Modern Art	\$147,000	90,000	—
F: Antique Comfy Chair	\$41,000	20,000	—
F: Drink Machine	\$2,000	4,000	—
F: Beer Cooler	\$1,000	2,000	—
D: Marble Statue	\$10,000	5,000	—
D: Tropical Plant	\$3,000	1,000	—
I: Montana Productions	\$1,200,000	443,000	Unlocks Tony's Clothing Options in the Cheat Menu

### Rep and Exotics: Level 4

Exotic	Cost	Rep Increase	Notes
G: Ambassador	\$180,000	140,000	—
G: Fellini	\$190,000	60,000	—
G: Panther	\$80,000	45,000	—
G: Brahma	\$120,000	55,000	—
B: Floatplane	\$350,000	60,000	Buy This ASAP
B: Attack Boat	\$35,000	30,000	—
B: Fan Boat	\$4,000	5,000	—
U: Authentic Spacesuit	\$1,000,000	750,000	—
F: Grand Piano	\$120,000	50,000	—
F: Humidor	\$80,000	68,000	—
F: Phone Booth	\$2,000	5,000	—
F: Marble Bench	\$15,000	12,000	—
D: Bronze Bust	\$15,000	19,000	—
D: Pizza Man	\$4,000	6,000	—
I: Montana Legal	\$40,000,000	700,000	Visibility Events Reduced By Half

### Rep and Exotics: Level 5

Exotic	Cost	Rep Increase	Notes
H: Assassin	\$100,000	200,000	—
G: Bacinari	\$460,000	240,000	—
G: Pumah	\$65,000	100,000	—
G: Stampede	\$200,000	150,000	—
B: Sport Fishing Boat	\$350,000	120,000	—
B: Racing Boat	\$750,000	250,000	—
M: Eclectic	\$400,000	300,000	—
U: Inca Gold	\$1,600,000	450,000	—
U: Ghengis Khan's Armor	\$2,000,000	1,000,000	—
F: Hardwood Chair	\$35,000	40,000	—
F: Slot Machine	\$6,000	10,000	—
D: Solid Gold Pelican	\$120,000	68,000	—
D: Giant Liquor Bottle	\$85,000	120,000	—
D: Flowers	\$1,000	2,000	—
I: Montana Sports	\$20,000,000	2,000,000	Maximum Bets Go Up for All Gambling

### Rep and Exotics: Level 6

Exotic	Cost	Rep Increase	Notes
G: Rattler	\$3,000,000	400,000	—
G: Albatross	\$675,000	250,000	—
G: Ariel Mark III	\$1,200,000	290,000	—
G: Odin VH88	\$160,000	50,000	—
B: Cigarette Gun Boat	\$1,000,000	250,000	—
U: Easter Island Head	\$16,000,000	2,000,000	—
U: Apollo Space Capsule	\$20,000,000	2,500,000	—
F: Chaise Lounge	\$450,000	250,000	—
F: Video Poker	\$8,000	5,000	—
D: Cognac Fountain	\$300,000	600,000	—
D: Solid Gold Bust	\$1,000,000	350,000	—
D: Exotic Palm	\$11,000	5,000	—
I: Montana Financial	\$50,000,000	3,000,000	Launder All Cash With 0% Interest

### Rep and Exotics: Level 7

Exotic	Cost	Rep Increase	Notes
G: Whiskey Ghost	\$10,000,000	2,000,000	—
G: MPD Cruiser	\$200,000	200,000	—
G: Bulldozer	\$250,000	100,000	—
G: Bodog Stampede	\$8,000,000	400,000	—
B: Yacht	\$4,000,000	1,000,000	—
U: King Tut's Sarcophagus	\$28,000,000	4,000,000	—
U: The Liberty Bell	\$22,000,000	3,000,000	—
U: The Faith Diamond	\$18,000,000	3,000,000	—
D: Genuine Ming Vase	\$1,000,000	1,555,000	—
D: Inca Mummy	\$450,000	550,000	—
D: Solid Gold Tiger	\$3,000,000	2,550,000	—
I: Montana Defense	\$60,000,000	5,000,000	Carry an Extra Weapon and Ammo



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Exotics—Automobiles and Trucks: Miami

# AUTOMOBILES AND TRUCKS: MIAMI

## ALBATROSS



Type: Classic Sedan

Overall: 7.5  
Top Speed: 8  
Acceleration: 7.5  
Handling: 9  
Braking: 9  
Mass: 4  
Armor: 7.5

## AMBASSADOR



Type: Classic Sedan

Overall: 5.9  
Top Speed: 5  
Acceleration: 5.5  
Handling: 6  
Braking: 5  
Mass: 6.5  
Armor: 7.5

## AMBULANCE



Type: Cube Van

Overall: 6.3  
Top Speed: 6.5  
Acceleration: 6  
Handling: 6  
Braking: 6  
Mass: 7  
Armor: 6.5

## ANTIQUERACER



Type: Classic Exotic

Overall: 7.5  
Top Speed: 10  
Acceleration: 10  
Handling: 10  
Braking: 10  
Mass: 2  
Armor: 3

## ARMORED CAR



Type: Utility (heavy)

Overall: 5.8  
Top Speed: 4.5  
Acceleration: 4.5  
Handling: 3.5  
Braking: 3.5  
Mass: 10  
Armor: 9

## BACINARI



Type: Exotic

Overall: 7  
Top Speed: 8  
Acceleration: 8  
Handling: 8.5  
Braking: 8.5  
Mass: 4.5  
Armor: 4.5

## BANDIT ST



Type: Muscle Car

Overall: 6.2  
Top Speed: 7  
Acceleration: 7  
Handling: 7  
Braking: 6  
Mass: 5  
Armor: 5

## BODOG STAMPEDE



Type: Utility (medium)

Overall: 6.8  
Top Speed: 6  
Acceleration: 6.5  
Handling: 6  
Braking: 6.5  
Mass: 7.5  
Armor: 8

## BULLDOZER



Type: Utility (heavy)

Overall: 5  
Top Speed: 2  
Acceleration: 3  
Handling: 4.5  
Braking: 2.5  
Mass: 9.5  
Armor: 8.5

## BUS



Type: Utility (medium)

Overall: 5.1  
Top Speed: 4.5  
Acceleration: 4  
Handling: 3  
Braking: 3  
Mass: 9  
Armor: 7

## CABALLO



Type: Muscle Car

Overall: 5.5  
Top Speed: 6  
Acceleration: 6.5  
Handling: 5.5  
Braking: 6  
Mass: 4  
Armor: 5

## CABRIOLET



Type: Compact

Overall: 3.8  
Top Speed: 3.5  
Acceleration: 4.5  
Handling: 5  
Braking: 3  
Mass: 3  
Armor: 3.5

## COLUMBIAN MOJOVE



Type: Pickup Truck

Overall: 5.5  
Top Speed: 6  
Acceleration: 6  
Handling: 5  
Braking: 4.5  
Mass: 6.5  
Armor: 5

## COLUMBIAN SHAG VAN



Type: Van

Overall: 5.4  
Top Speed: 6  
Acceleration: 6  
Handling: 5  
Braking: 4.5  
Mass: 6  
Armor: 5

## CONTAINER TRUCK



Type: Utility (medium)

Overall: 4.3  
Top Speed: 3.5  
Acceleration: 2.5  
Handling: 2  
Braking: 2  
Mass: 8.5  
Armor: 7



### CORFU



Type: Muscle Car

Overall: 5.9  
Top Speed: 6.5  
Acceleration: 7  
Handling: 7  
Braking: 6  
Mass: 4.5  
Armor: 4.5

### CUBE VAN



Type: Cube Van

Overall: 5.2  
Top Speed: 4.5  
Acceleration: 5  
Handling: 4.5  
Braking: 3.5  
Mass: 7  
Armor: 6.5

### DEA VAN



Type: Cube Van (police)

Overall: 6.7  
Top Speed: 6.5  
Acceleration: 6.5  
Handling: 6  
Braking: 6  
Mass: 7  
Armor: 8

### DELIVERY VAN



Type: Cube Van

Overall: 5.2  
Top Speed: 4.5  
Acceleration: 5  
Handling: 4.5  
Braking: 3.5  
Mass: 7  
Armor: 6.5

### DIAZ CABALLO



Type: Muscle Car

Overall: 5.8  
Top Speed: 6.5  
Acceleration: 6.5  
Handling: 6  
Braking: 6.5  
Mass: 4.5  
Armor: 5

### DIAZ LIGHTNING



Type: Classic Muscle

Overall: 6  
Top Speed: 7.5  
Acceleration: 6.5  
Handling: 6  
Braking: 5.5  
Mass: 5.5  
Armor: 5

### DIAZ SHAG VAN



Type: Van

Overall: 5.4  
Top Speed: 6  
Acceleration: 6  
Handling: 5  
Braking: 4.5  
Mass: 6  
Armor: 5

### DUMP TRUCK



Type: Utility (heavy)

Overall: 4.7  
Top Speed: 3.5  
Acceleration: 3  
Handling: 2.5  
Braking: 2  
Mass: 9  
Armor: 8

### EPSILON



Type: Sedan

Overall: 4.9  
Top Speed: 5  
Acceleration: 5  
Handling: 5.5  
Braking: 4  
Mass: 5  
Armor: 5

### EXOTIC PUMA



Type: Muscle Car

Overall: 8  
Top Speed: 9  
Acceleration: 9  
Handling: 8.5  
Braking: 9  
Mass: 5  
Armor: 7.5

### EXOTIC BANDIT ST



Type: Muscle Car

Overall: 7.4  
Top Speed: 8.5  
Acceleration: 8  
Handling: 8  
Braking: 8  
Mass: 5  
Armor: 7

### EXOTIC MACARO



Type: Muscle Car

Overall: 7.6  
Top Speed: 8.5  
Acceleration: 8  
Handling: 8  
Braking: 8  
Mass: 5.5  
Armor: 7.5

### EXOTIC MONTEREY SHARK



Type: Classic Exotic

Overall: 7.6  
Top Speed: 9  
Acceleration: 8.5  
Handling: 8  
Braking: 9  
Mass: 4  
Armor: 7

### FELLINI



Type: Exotic

Overall: 6.9  
Top Speed: 8  
Acceleration: 8  
Handling: 8.5  
Braking: 8.5  
Mass: 4  
Armor: 4.5

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# Automobiles and Trucks: Miami

## FLATBED



Type: Utility (medium)

Overall: 4.5  
Top Speed: 4  
Acceleration: 3  
Handling: 2.5  
Braking: 2.5  
Mass: 8  
Armor: 7

## FUEL TRUCK



Type: Utility (heavy)

Overall: 3.8  
Top Speed: 3.5  
Acceleration: 2.5  
Handling: 2  
Braking: 1.5  
Mass: 9  
Armor: 4

## GARBAGE TRUCK



Type: Utility (heavy)

Overall: 4.9  
Top Speed: 3.5  
Acceleration: 3.5  
Handling: 2.5  
Braking: 1.5  
Mass: 10  
Armor: 8.5

## GASPAR GS WOHLABEND



Type: Sedan

Overall: 5.5  
Top Speed: 6  
Acceleration: 6  
Handling: 5.5  
Braking: 5  
Mass: 5.5  
Armor: 5

## GASPAR SANTA MONICA



Type: Sedan

Overall: 5.4  
Top Speed: 5.5  
Acceleration: 6  
Handling: 5.5  
Braking: 4.5  
Mass: 6  
Armor: 5

## GASPAR SHAG VAN



Type: Van

Overall: 5.4  
Top Speed: 6  
Acceleration: 6  
Handling: 5  
Braking: 4.5  
Mass: 6  
Armor: 5

## GPV OFFROAD



Type: Utility (small)

Overall: 4.9  
Top Speed: 4.5  
Acceleration: 5.5  
Handling: 4.5  
Braking: 4.5  
Mass: 5  
Armor: 5.5

## GS WOHLABEND



Type: Sedan

Overall: 5.3  
Top Speed: 5.5  
Acceleration: 5.5  
Handling: 5.5  
Braking: 4.5  
Mass: 5.5  
Armor: 5

## HIPPY VAN



Type: Van

Overall: 4.3  
Top Speed: 3.5  
Acceleration: 4  
Handling: 4.5  
Braking: 4  
Mass: 6  
Armor: 3.5

## HIPPY VAN POTHEAD



Type: Van

Overall: 3.8  
Top Speed: 3  
Acceleration: 3.5  
Handling: 4  
Braking: 2.5  
Mass: 6  
Armor: 3.5

## JUPITER



Type: Sedan

Overall: 4.5  
Top Speed: 4  
Acceleration: 5  
Handling: 4.5  
Braking: 4  
Mass: 5  
Armor: 4.5

## KONIG N29



Type: Exotic

Overall: 6.8  
Top Speed: 7.5  
Acceleration: 8  
Handling: 8  
Braking: 7.5  
Mass: 5  
Armor: 5

## LAKOTA



Type: Muscle Car

Overall: 6.6  
Top Speed: 7.5  
Acceleration: 7.5  
Handling: 7.5  
Braking: 6.5  
Mass: 5  
Armor: 5.5

## LEDOREAN



Type: Exotic

Overall: 7.3  
Top Speed: 8  
Acceleration: 8  
Handling: 8.5  
Braking: 7.5  
Mass: 4.5  
Armor: 7

## LIGHTNING



Type: Classic Muscle

Overall: 5.7  
Top Speed: 7  
Acceleration: 6  
Handling: 5.5  
Braking: 5  
Mass: 5.5  
Armor: 5



**LIMO**

Type: Sedan

Overall: 5  
 Top Speed: 4.5  
 Acceleration: 5  
 Handling: 4.5  
 Braking: 4  
 Mass: 6  
 Armor: 6

**MACARO**

Type: Muscle Car

Overall: 6.1  
 Top Speed: 6.5  
 Acceleration: 7  
 Handling: 7  
 Braking: 6  
 Mass: 5  
 Armor: 5

**MERCUTIO**

Type: Compact

Overall: 4.4  
 Top Speed: 4  
 Acceleration: 5.5  
 Handling: 5.5  
 Braking: 4  
 Mass: 3  
 Armor: 4.5

**MOJAVE**

Type: Pickup Truck

Overall: 5.3  
 Top Speed: 5.5  
 Acceleration: 5.5  
 Handling: 4.5  
 Braking: 4  
 Mass: 6.5  
 Armor: 6

**MONTEREY SHARK**

Type: Classic Exotic

Overall: 6.2  
 Top Speed: 7.5  
 Acceleration: 7.5  
 Handling: 7.5  
 Braking: 6.5  
 Mass: 4  
 Armor: 4

**MULLET**

Type: Compact

Overall: 3.5  
 Top Speed: 3  
 Acceleration: 3.5  
 Handling: 5.5  
 Braking: 3  
 Mass: 3  
 Armor: 3

**NACHO GASPAR SHAG VAN**

Type: Van

Overall: 5.4  
 Top Speed: 6  
 Acceleration: 6  
 Handling: 5  
 Braking: 4.5  
 Mass: 6  
 Armor: 5

**NACHO MACARO**

Type: Muscle Car

Overall: 6.6  
 Top Speed: 7.5  
 Acceleration: 7  
 Handling: 7.5  
 Braking: 7  
 Mass: 5.5  
 Armor: 5

**ORIENT 380**

Type: Exotic

Overall: 6.2  
 Top Speed: 7  
 Acceleration: 7  
 Handling: 7.5  
 Braking: 7  
 Mass: 4  
 Armor: 4.5

**PANTHER**

Type: Sedan

Overall: 5.8  
 Top Speed: 6  
 Acceleration: 6.5  
 Handling: 6.5  
 Braking: 6  
 Mass: 5  
 Armor: 4.5

**POLICE CAR**

Type: Sedan (police)

Overall: 6.9  
 Top Speed: 8  
 Acceleration: 7.5  
 Handling: 7  
 Braking: 7.5  
 Mass: 6  
 Armor: 5.5

**PUMA**

Type: Muscle Car

Overall: 6.4  
 Top Speed: 7.5  
 Acceleration: 7  
 Handling: 7  
 Braking: 7  
 Mass: 5  
 Armor: 5

**QM CONVERTIBLE**

Type: Sedan

Overall: 4.8  
 Top Speed: 5  
 Acceleration: 5  
 Handling: 5  
 Braking: 3.5  
 Mass: 5  
 Armor: 5

**QM CREAMPUFF**

Type: Sedan

Overall: 5.3  
 Top Speed: 6  
 Acceleration: 6  
 Handling: 5.5  
 Braking: 4  
 Mass: 5.5  
 Armor: 5

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# Automobiles and Trucks: Miami

## RATTLER



Type: Classic Exotic

Overall: 8.5  
Top Speed: 10  
Acceleration: 10  
Handling: 10  
Braking: 10  
Mass: 5  
Armor: 6

## RHINO



Type: Utility (medium)

Overall: 6.5  
Top Speed: 6  
Acceleration: 6.5  
Handling: 5  
Braking: 6  
Mass: 7.5  
Armor: 8

## RHINO GUN



Type: Utility (medium)

Overall: 6.5  
Top Speed: 6  
Acceleration: 6.5  
Handling: 5  
Braking: 6  
Mass: 7.5  
Armor: 8

## SANTA MONICA



Type: Sedan

Overall: 5  
Top Speed: 5  
Acceleration: 5.5  
Handling: 5  
Braking: 4  
Mass: 5.5  
Armor: 5

## SANTA MONICA CONVERTIBLE



Type: Sedan

Overall: 5.2  
Top Speed: 5  
Acceleration: 5.5  
Handling: 5.5  
Braking: 4  
Mass: 6  
Armor: 5

## SEDAN



Type: Sedan

Overall: 4.4  
Top Speed: 4  
Acceleration: 5  
Handling: 5  
Braking: 4  
Mass: 4  
Armor: 4.5

## SHAG VAN



Type: Van

Overall: 4.8  
Top Speed: 5  
Acceleration: 5  
Handling: 4  
Braking: 3.5  
Mass: 6  
Armor: 5

## STATION WAGON



Type: Sedan

Overall: 4.6  
Top Speed: 4.5  
Acceleration: 4.5  
Handling: 4.5  
Braking: 3.5  
Mass: 5.5  
Armor: 5

## SWAT VAN



Type: Cube Van (police)

Overall: 6.7  
Top Speed: 6.5  
Acceleration: 6.5  
Handling: 6  
Braking: 6  
Mass: 7  
Armor: 8

## T ARMORED CAR



Type: Utility (heavy)

Overall: 6.5  
Top Speed: 5.5  
Acceleration: 5.5  
Handling: 4  
Braking: 4  
Mass: 10  
Armor: 10

## T BACINARI



Type: Exotic

Overall: 8.3  
Top Speed: 10  
Acceleration: 9.5  
Handling: 10  
Braking: 9.5  
Mass: 4.5  
Armor: 6

## T CABALLO



Type: Muscle Car

Overall: 6.8  
Top Speed: 7  
Acceleration: 7.5  
Handling: 7  
Braking: 7.5  
Mass: 5  
Armor: 7

## T DUMP TRUCK



Type: Utility (heavy)

Overall: 5.5  
Top Speed: 5  
Acceleration: 3.5  
Handling: 3.5  
Braking: 2.5  
Mass: 9.5  
Armor: 9

## T FELLINI



Type: Exotic

Overall: 8.1  
Top Speed: 9.5  
Acceleration: 9  
Handling: 9.5  
Braking: 10  
Mass: 4.5  
Armor: 6

## T GPV OFFROAD



Type: Utility (small)

Overall: 6.3  
Top Speed: 6  
Acceleration: 6.5  
Handling: 6  
Braking: 6  
Mass: 5.5  
Armor: 7.5



### T GS WOHLABEND



Type: Sedan

Overall: 6.6  
Top Speed: 7  
Acceleration: 6.5  
Handling: 6.5  
Braking: 5.5  
Mass: 6.5  
Armor: 7.5

### T KONIG N29



Type: Exotic

Overall: 8.1  
Top Speed: 9  
Acceleration: 9  
Handling: 9  
Braking: 9.5  
Mass: 5  
Armor: 7

### T LAKOTA



Type: Muscle Car

Overall: 7.8  
Top Speed: 8.5  
Acceleration: 8  
Handling: 8.5  
Braking: 8.5  
Mass: 5.5  
Armor: 7.5

### T LIGHTNING



Type: Classic Muscle

Overall: 7.3  
Top Speed: 8.5  
Acceleration: 7.5  
Handling: 7.5  
Braking: 7  
Mass: 6  
Armor: 7

### T LIMO



Type: Sedan

Overall: 5.8  
Top Speed: 5  
Acceleration: 6  
Handling: 5  
Braking: 5  
Mass: 6.5  
Armor: 7.5

### T MOJAVE



Type: Pickup Truck

Overall: 6.6  
Top Speed: 6.5  
Acceleration: 6.5  
Handling: 6  
Braking: 6  
Mass: 6.5  
Armor: 8

### TONY SANTA MONICA



Type: Sedan

Overall: 6.3  
Top Speed: 6.5  
Acceleration: 6.5  
Handling: 6  
Braking: 5  
Mass: 6.5  
Armor: 7

### T ORIENT 380



Type: Exotic

Overall: 7.3  
Top Speed: 8  
Acceleration: 8  
Handling: 8.5  
Braking: 8.5  
Mass: 4  
Armor: 6.5

### T PANTHER



Type: Sedan

Overall: 7.3  
Top Speed: 7.5  
Acceleration: 7.5  
Handling: 8  
Braking: 8.5  
Mass: 5  
Armor: 7

### T POLICE CAR



Type: Sedan (police)

Overall: 7.5  
Top Speed: 8.5  
Acceleration: 7.5  
Handling: 7.5  
Braking: 8  
Mass: 6  
Armor: 7.5

### TRUCK



Type: Pickup Truck

Overall: 5.4  
Top Speed: 5.5  
Acceleration: 6  
Handling: 5  
Braking: 4  
Mass: 6.5  
Armor: 5.5

### TRUCK GUN



Type: Pickup Truck

Overall: 5.5  
Top Speed: 5.5  
Acceleration: 6  
Handling: 5  
Braking: 4  
Mass: 6.5  
Armor: 6

### WHISKEY GHOST



Type: Classic Touring

Overall: 5  
Top Speed: 5  
Acceleration: 4.5  
Handling: 5.5  
Braking: 4.5  
Mass: 5.5  
Armor: 5



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# AUTOMOBILES AND TRUCKS: ISLANDS

## DUMP TRUCK



Type: Utility (heavy)

Overall: 4.7  
Top Speed: 3.5  
Acceleration: 3  
Handling: 2.5  
Braking: 2  
Mass: 9  
Armor: 8

## FLATBED TRUCK



Type: Utility (medium)

Overall: 4.5  
Top Speed: 4  
Acceleration: 3  
Handling: 2.5  
Braking: 2.5  
Mass: 8  
Armor: 7

## FUEL TRUCK



Type: Utility (heavy)

Overall: 3.8  
Top Speed: 3.5  
Acceleration: 2.5  
Handling: 2  
Braking: 1.5  
Mass: 9  
Armor: 4

## GPV OFFROAD



Type: Utility (small)

Overall: 4.9  
Top Speed: 4.5  
Acceleration: 5.5  
Handling: 4.5  
Braking: 4.5  
Mass: 5  
Armor: 5.5

## HIPPY VAN POTHEAD



Type: Van

Overall: 3.8  
Top Speed: 3  
Acceleration: 3.5  
Handling: 4  
Braking: 2.5  
Mass: 6  
Armor: 3.5

## JUPITER



Type: Sedan

Overall: 4.5  
Top Speed: 4  
Acceleration: 5  
Handling: 4.5  
Braking: 4  
Mass: 5  
Armor: 4.5

## MOJAVE



Type: Pickup Truck

Overall: 5.3  
Top Speed: 5.5  
Acceleration: 5/5  
Handling: 4.5  
Braking: 4  
Mass: 6.5  
Armor: 6

## QM CONVERTIBLE



Type: Sedan

Overall: 4.8  
Top Speed: 5  
Acceleration: 5  
Handling: 5.5  
Braking: 3.5  
Mass: 5  
Armor: 5

## SEDAN



Type: Sedan

Overall: 4.4  
Top Speed: 4  
Acceleration: 5  
Handling: 5  
Braking: 4  
Mass: 4  
Armor: 4.5

## TRUCK



Type: Pickup Truck

Overall: 5.4  
Top Speed: 5.5  
Acceleration: 6  
Handling: 5  
Braking: 4  
Mass: 6.5  
Armor: 5.5

## TRUCK GUN



Type: Pickup Truck

Overall: 5.5  
Top Speed: 5.5  
Acceleration: 6  
Handling: 5  
Braking: 4  
Mass: 6.5  
Armor: 6

# BOATS

## ATTACK BOAT



Type: Gunboat

Overall: 6.8  
Top Speed: 8  
Acceleration: 7  
Handling: 7  
Mass: 7  
Armor: 5

## ATTACK GUN BOAT



Type: Gunboat

Overall: 7.2  
Top Speed: 9  
Acceleration: 7  
Handling: 6  
Mass: 7  
Armor: 7

## CIGARETTE BOAT



Type: Speedboat

Overall: 7.1  
Top Speed: 8.5  
Acceleration: 8  
Handling: 6  
Mass: 6  
Armor: 7



### CIGARETTE GUN BOAT



Type: Speedboat

Overall: 7.5  
Top Speed: 8  
Acceleration: 9  
Handling: 6  
Mass: 7  
Armor: 7.5

### COAST GUARD BOAT



Type: Gunboat

Overall: 7.9  
Top Speed: 8.5  
Acceleration: 8  
Handling: 7  
Mass: 8  
Armor: 8

### COLOMBIAN ATTACK BOAT



Type: Gunboat

Overall: 6.4  
Top Speed: 8.5  
Acceleration: 7  
Handling: 7  
Mass: 6.5  
Armor: 3

### COLOMBIAN CIGARETTE BOAT



Type: Speedboat

Overall: 7.6  
Top Speed: 9  
Acceleration: 9  
Handling: 6  
Mass: 7  
Armor: 7

### DEA BOAT



Type: Gunboat

Overall: 7.9  
Top Speed: 8.5  
Acceleration: 8  
Handling: 7  
Mass: 8  
Armor: 8

### DIAZ CIGARETTE BOAT



Type: Speedboat

Overall: 7.5  
Top Speed: 8.5  
Acceleration: 9  
Handling: 6  
Mass: 7  
Armor: 7

### EXOTIC PICKLE FORK BOAT



Type: Raceboat

Overall: 7.2  
Top Speed: 8.5  
Acceleration: 9  
Handling: 9  
Mass: 5  
Armor: 4.5

### FAN BOAT



Type: Fanboat

Overall: 5.2  
Top Speed: 3  
Acceleration: 7  
Handling: 8  
Mass: 3  
Armor: 5

### GASPAR CIGARETTE BOAT



Type: Speedboat

Overall: 7.6  
Top Speed: 9  
Acceleration: 9  
Handling: 6  
Mass: 7  
Armor: 7

### GENERIC ATTACK BOAT



Type: Gunboat

Overall: 5.8  
Top Speed: 7  
Acceleration: 7  
Handling: 6  
Mass: 6  
Armor: 3

### ISLAND BOAT



Type: Yacht (fishing)

Overall: 5.6  
Top Speed: 5  
Acceleration: 5  
Handling: 5  
Mass: 7  
Armor: 6

### JET BOAT



Type: Raceboat

Overall: 7.2  
Top Speed: 8  
Acceleration: 10  
Handling: 8  
Mass: 6  
Armor: 4

### LARGE SAILBOAT (RIG)



Type: Sailboat

Overall: 4.4  
Top Speed: 2  
Acceleration: 4  
Handling: 6  
Mass: 5  
Armor: 5

### LARGE SAILBOAT (UNRIG)



Type: Sailboat

Overall: 3.6  
Top Speed: 1  
Acceleration: 3  
Handling: 4  
Mass: 5  
Armor: 5

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# Boats—Planes and Helicopters

## NACHO CIGARETTE BOAT



Overall: 7.6  
Top Speed: 9  
Acceleration: 9  
Handling: 6  
Mass: 7  
Armor: 7

Type: Speedboat

## NAVY HYDRO BOAT



Overall: 8.3  
Top Speed: 7  
Acceleration: 8  
Handling: 7  
Mass: 10  
Armor: 9.5

Type: Military

## PICKLE FORK BOAT



Overall: 6.6  
Top Speed: 7  
Acceleration: 9  
Handling: 8  
Mass: 5  
Armor: 4

Type: Raceboat

## POLICE BOAT



Overall: 7.2  
Top Speed: 9  
Acceleration: 8  
Handling: 8  
Mass: 6  
Armor: 5

Type: Gunboat (Police)

## POWER BOAT



Overall: 4.8  
Top Speed: 4  
Acceleration: 6  
Handling: 6  
Mass: 4  
Armor: 4

Type: Small

## PT BOAT



Overall: 7.7  
Top Speed: 7  
Acceleration: 8  
Handling: 6  
Mass: 9  
Armor: 8.5

Type: Military

## RACING BOAT



Overall: 7.5  
Top Speed: 9  
Acceleration: 9  
Handling: 10  
Mass: 5  
Armor: 4.5

Type: Raceboat

## SPORT FISHING BOAT (EXOTIC CATALOG) \$350,000



Overall: 5.6  
Top Speed: 5  
Acceleration: 5  
Handling: 5  
Mass: 7  
Armor: 6

Type: Yacht (fishing)

## TONY CIGARETTE BOAT



Overall: 8.6  
Top Speed: 10  
Acceleration: 10  
Handling: 7  
Mass: 8  
Armor: 8

Type: Speedboat

## TRICK CRAFT



Overall: 5.2  
Top Speed: 4  
Acceleration: 6  
Handling: 8  
Mass: 4  
Armor: 4

Type: Small

## YACHT (EXOTIC CATALOG) \$4,000,000



Overall: 6  
Top Speed: 6.5  
Acceleration: 5  
Handling: 5  
Mass: 7  
Armor: 6.5

Type: Yacht (private)

## PLANES AND HELICOPTERS

### AMPHIBIAN PLANE

Type: Plane

### ARMY HELI

Type: Helicopter

### ATTACK HELI

Type: Helicopter



### BEAVER FLOAT PLANE

Type: Plane

### DEA TWIN EAGLE

Type: Plane

### EXOTIC TWIN EAGLE

Type: Plane

### HUEY CG

Type: Helicopter

### MOUNTED ARMY HELI

Type: Helicopter

### POLICE HELI

Type: Helicopter

## ROSTER

### Mobsters, Misanthropes, Misfits, and Molls



*Some of the unsavory individuals you'll meet (and likely kill).*

Here you'll find a complete list of every character in the game. The key to this section is understanding that, in virtually every case, when you actually need to know someone, you will be introduced to that person and/or will meet him or her in a mission. That said, we've provided their name, location, and a choice quote (with some very, um, interesting ones) to go with the faces of the mutants you'll eat along the way on your conquest of Miami and its surroundings.

**NOTE** The "Locale" descriptor refers to either a specific place or a specific mission. Or, in the case of garden-variety thugs/gangsters, the note that they are "Enemies" means that they'll repeatedly appear throughout the game, and they're likely to die a horrific death with each appearance.



The list is organized by where you'll find every individual and, though there is no reward for seeking them all out (and there's a good chance you won't ever meet them all) at least you'll have a name to go with the face staring down the barrel of the gun at you.

### NOTE

Though most locales are self-explanatory, the "All other fronts" designation simply refers to those that you'll find at fronts other than those specified. For example, you might find Boyd at any (or all) of the various fronts, buying records, taking in a movie, or grabbing some fast food.



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# Roster

## BOYD



"Hey, why don't you come back when you've got some money to spend, dude?"

Locale: All other fronts

## NEAL



"Is there any place around here a guy can have a decent conversation?"

Locale: All other fronts

## ADAM



"Damn, I can't even feel my face. Wait. No, no, I can't even feel it."

Locale: Almost everywhere at nighttime

## ALEX SMITH



"Do you believe in love at first sight? I do, 'cause I fell in love with whiskey when I first saw it."

Locale: Almost everywhere at nighttime

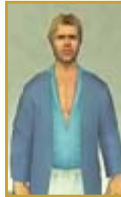
## DAVID PAREDES



"What is this? Armed robbery? Mira, this is a donut shop, pendejo, not Fort Knox."

Locale: Angel Dust Donuts

## GORD L.



"Shit, my drink is f—king strong! This is going to be a good night."

Locale: Babylon Club

## JACK



"Annabelle is our music supervisor. She claims to have the largest collection of new wave records this side of the Atlantic. Our patrons can't seem to get enough of it."

Locale: Babylon Club

## KELLY K.



"If more people don't show up soon, I'm totally leaving."

Locale: Babylon Club

## NATHAN



"Whoa! I knew the waiting line was going to be worth it. Hot mommies are everywhere!"

Locale: Babylon Club

## PIXIE D.



"Do you like my hair? It's just like Madonna's."

Locale: Babylon Club

## ROCKY T.



"You've got two choices. One: leave now, or two: leave with blood in your urine. Your f—king choice, buddy."

Locale: Babylon Club

## ROSALIND



"Mmm. Yeah, I really dig a guy with a ponytail."

Locale: Babylon Club

## SMOOTH



"Do you have any African in you, baby? No? Would you like some?"

Locale: Babylon Club

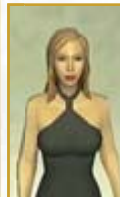
## YOLANDA SUMMERSET



"You get any lower you'll be an honest working man again."

Locale: Babylon Club

## BONNIE



Locale: Babylon Club (Tony's return to Miami)

## SHEFFIELD



"And who would this have to do with? Not me, certainly, because I couldn't give a shit less. Are you confusing me with the guy over there who might give a shit? Because I don't."

Locale: Babylon Club (Tony's return to Miami)

## BRIGGS



"What are you talking about? I don't need no f—king blood money puffin' out my wallet. Stop being a bitch, man."

Locale: Babylon Club (Tony's return to Miami), Pay off Vice mission

## WESCOTT



"What the f—k makes you think I like donuts?"

Locale: Babylon Club (Tony's return to Miami), Pay off Vice mission

## MR. SMITH



"You are a dead man, Montana."

Locale: Babylon Club Redux mission

## OCTAVIO



Locale: Babylon Club Redux mission



### STACEY



*"Do you play any instruments? I used to play the trombone back at school."*

Locale: Babylon Club, mansion (when convinced)

### LIMEY



*"The only guy that'd get a better deal from me is General George Custer, but he's f—king dead."*

Locale: Back of Pedro's Pawn Shop

### EDGAR MARTINEZ



*"I said, maricón, you need walking lessons. What do you have? Balance problem?"*

Locale: Big supplier missions

### HEAVY P



*"Is that a friendly gun or blow-your-motherf—kin'-brains-out gun like mine?"*

Locale: Big supplier missions

### JOHN JOHNSON



*"You need to mind where you're going before someone rips your ears off and mails them to your mama."*

Locale: Big supplier missions

### CLARK



*"I've told you our return policy already, and the fact this shit got puke on it, means no refund."*

Locale: Cabana Cigar

### THE CAPTAIN



*"They had no problem sticking a pack of cigars up their asses. They had to stand up in the boat, but then one of them fell overboard."*

Locale: Cabana Cigar

### ALONSO



*"He wants blue rare, I'll give him blood on a plate."*

Locale: Chi Peso Trattoria

### BO WHITEHEAD



*"Man, this little money I'm making, man. School loans won't be paid until I'm fifty, man!"*

Locale: Chi Peso Trattoria

### STEPHEN LEE



*"I don't know what that shit is, but you spread it on toast and it look just like mayonnaise."*

Locale: Chi Peso Trattoria

### CARLA



*"Nothing says 'sexy' like a greasy little guy with a chip on his shoulder."*

Locale: Chi Peso Trattoria (day only)

### CASSANDRA



*"I'd slap you, but I'd have to wash my hands for a week."*

Locale: Chi Peso Trattoria (night only)

### DOUGLAS



*"Welcome to the U.S. of A."*

Locale: Coast guard boats

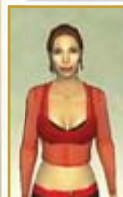
### HARRY



*"Sir, please have your registration ready, or else we will confiscate your pleasure craft."*

Locale: Coast guard boats

### COCO



*"Because I make more college money than a Wall Street broker running this bar."*

Locale: Coco's Bar

### KRISTIN



*"Do I look like I want to eat f—king ice cream?"*

Locale: Coco's Bar, South Beach

### PRECILLA



*"Look out, dork! These shoes probably cost more than your car."*

Locale: Coco's Bar, South Beach

### SONYA



*"You expect me to be impressed with that?"*

Locale: Coco's Bar, South Beach

### TANYA



*"You know, having a body like this brings a certain responsibility with it."*

Locale: Coco's Bar, South Beach

**SCARFACE**

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# Roster

## LUIS



*"I recommend SPF8 to build a base tan, then switch to 4."*

Locale: Coco's Bar

## PENELOPE



*"You need to have children before you can truly understand. Until then, I suggest you just keep to what you know."*

Locale: Coco's Lounge

## GINA



—

Locale: Dead in office in opening mission

## CARLOS



*"Get the f—k out of here. This is Tony Montana's turf."*

Locale: Delivers Tony's car, patrols Tony's mansion, and protects Tony's fronts when purchased through exotics.

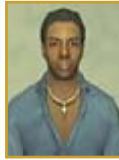
## JOSE



*"I can see why the ladies love you, Tony."*

Locale: Delivers Tony's car, patrols Tony's mansion, and protects Tony's fronts when purchased through exotics.

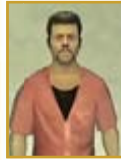
## NICK



*"Hey, yo, you even look at Tony and I'm going to tear you a new asshole with this f—king gun, man."*

Locale: Delivers Tony's car, patrols Tony's mansion, and protects Tony's fronts when purchased through exotics.

## PEDRO



*"You settle down, man. You know what happens when you lose your temper."*

Locale: Delivers Tony's car, patrols Tony's mansion, and protects Tony's fronts when purchased through exotics.

## TINO



*"Let me tell you something. You got a f—king problem with Tony that means you got a f—king problem with me. Okay?"*

Locale: Delivers Tony's car, patrols Tony's mansion, and protects Tony's fronts when purchased through exotics.

## ALFONSO DIAZ



*"Too bad Manny wasn't here to help you out, eh Tony?"*

Locale: Diaz Motors mission

## EDGAR DIAZ



*"Hey, look at me. Do I look like a f—king bitch to you, coño? No? Then don't f—king treat me like one, OK?"*

Locale: Diaz Motors mission

## THE BOSS



*"Nothing stinks worse than a container full of dead stowaways."*

Locale: Dock Boss mission (Black Sands)

## ANDRE



*"I swear to God, if it was up to me, the dude would be fired."*

Locale: Downtown

## CARTER



*"Dan Marino? No, man, never heard of."*

Locale: Downtown

## HILLARY



*"I need a coffee ASAP or I won't stay awake through this marketing meeting."*

Locale: Downtown

## LAWRENCE



*"They actually scratch the record."*

Locale: Downtown

## MARCUS



*"What you talking about, six inches? Shit, it's more like ten! Like a pole!"*

Locale: Downtown

## MARIAN



*"I did fifty sun-salutations this morning. Oooh! I'm so sore."*

Locale: Downtown

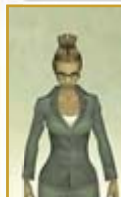
## NINA



*"Some call me driven. I prefer the term focused."*

Locale: Downtown

## RUDY



*"Yo, I can't believe what's happening in the market these days. Things isn't going well. It's definitely going to collapse. You'll see."*

Locale: Downtown

## STEVE PRATT



*"I think I'm really close to this raise. I got to get this dough. I can feel it."*

Locale: Downtown



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**WANDA**

Locale: Downtown

"I swear, if he makes one more comment about my 'assets' I will call his wife myself."

**WILLIAM**



Locale: Downtown

"So damn hot out here I could just kill a man."

**XAVIER**



Locale: Downtown

"Tony, is business as slow for you as it is for me?"

**MACKINTOSH**



Locale: Downtown (Marina)

"That's what I love about this country, everybody's packing."

**TYLER**



Locale: Downtown (Marina)

"Hey, there's only room for one freak here, and that's me."

**LEROY**



Locale: Downtown (Marina)

"A dead man with twenty kilos of white powder tied up to him. Caught him in me nets, you know, man."

**RANDY**



Locale: Driving a bus

"I better be getting paid for this!"

**BARNEY**



Locale: Driving an ambulance

**CHUCK**



Locale: Driving an ambulance

"I got to get laid after the day I've had."

**JONAS**



Locale: End of Nacho's Tanker mission

"It's over, papi."

**MARIBELLE**



Locale: End of Nacho's Tanker mission and Deliver mission

"Come on! Fight like a man, you maricón!"

**HERVÉ**



Locale: End of Un-Load mission

"If you were an insect, I'd pull your legs off. Maybe I will anyway."

**ARNOLD**



Locale: Enemy

"I tell you, man, if it wasn't for hate, I'd feel nothing."

**BABY FACE**



Locale: Enemy

"Cocaine is currency, man. It's stronger than a Yankee dollar."

**BOB**



Locale: Enemy

"I got to find a better hiding spot for my stash, man. My f—kin' dog got into it."

**BRET CAGNEY**



Locale: Enemy

"You see the ring girl last night? I tell you, I get me some of that, she better be ready for more than ten rounds."

**BUNNY**



Locale: Enemy

"I'll be stoned right good, about an hour from now, man."

**CARLOS DELGADO**



Locale: Enemy

"Ese, you creeping toward the edge, man."

**DELROY**



Locale: Enemy

"My guess is once you scoop the shit out of your pants, you weigh about ninety-nine pounds."

**SCARFACE**

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Roster

DONOVAN



*"I got a whole new idea for cockfighting, but nobody gonna take me up on it."*

Locale: Enemy

EUGENE



*"F—k me, I got to smarten up, this is ridiculous."*

Locale: Enemy

FRANKLIN



*"That's the best you f—king got?"*

Locale: Enemy

FREDDY Y.



*"Never come around here without a friend, you know what I mean?"*

Locale: Enemy

GEORGE



*"I left New York for this?"*

Locale: Enemy

GREGORIO



*"How far do you think I can throw a knife? Run and let's find out."*

Locale: Enemy

IBRAHIM



*"What's wrong with you boy? Didn't your daddy teach you any damn manners?"*

Locale: Enemy

JEROME



*"You scared now?"*

Locale: Enemy

JORGE



*"Te digo una cosa. When this job is done, I'm going to make love to a bottle of tequila."*

Locale: Enemy

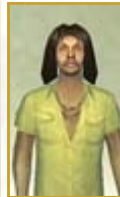
JOSE



*"They ought to give us a f—king medal for what we do for the economy."*

Locale: Enemy

JUAN



*"At night on the water, I sing to the mermaids."*

Locale: Enemy

JULIO



*"Your whole family came from a pig?"*

Locale: Enemy

KOOL K



*"I bet you got a problem with perros pissing on you all the time."*

Locale: Enemy

LELAND



*"Smart people know when to shut up. Notice he's still talking?"*

Locale: Enemy

LENNOX



*"F—k everyone who isn't one of us."*

Locale: Enemy

L'I'ZE



*"Chicks really dig football players, y'know what I'm sayin'? I think it's in their genes. Either that or it's the money."*

Locale: Enemy

PADDY



*"This city has too much neon. It's like a high-class whore in clown make-up."*

Locale: Enemy

PECKER



*"I think I hear your mama calling you. Maybe you're late for dinner, baby boy. Get the f—k out of here!"*

Locale: Enemy

PEDRO



*"Hey, papito! These are new shoes. Are you stupid? Are you high?"*

Locale: Enemy

PEPE



*"You know, people these days don't have enough respect for a good, thick mustache."*

Locale: Enemy



### PERCY



"Imagine a mountain made of all the coke in the world and me on top of it."

Locale: Enemy

### PRESCOT



"You got six seconds to get out of here, and I just used five of them up telling you that."

Locale: Enemy

### ROCKWELL



"Some cracker said, 'Don't count your chickens before they hatched.' What I want to know is, what kind of fool-ass motherf—ker got the time to be walking around counting chickens?"

Locale: Enemy

### RUPERT



"I been thinking way too much, man. My dreads hurt."

Locale: Enemy

### RYANA



"Did someone take a shit and dress it up?"

Locale: Enemy

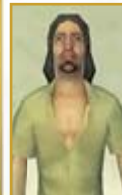
### TINY T.



"The American war on drugs has been damn good for business."

Locale: Enemy

### TITO



"Life is like a poker game. Never show your hand."

Locale: Enemy

### VINCE



"Listen, no one gives a rat's ass what you have to say, man, OK?"

Locale: Enemy

### WILTON



"Ah, yah. Who's the pimp daddy now, baby?"

Locale: Enemy

### DEAN



"You ever see that band live? I tell you what, that guy is from another freakin' planet, man. The planet Rock. Straight up."

Locale: Fidel's Records and Tapes

### ALEJANDRO SOSA



"I want to clear something up with you, Tony, before I kill you. When you move 400 kilos a month, it's imperative that you do kill children. That way heroes don't get confused and go on '60 Minutes.' They instead crawl back into the hole they came from."

Locale: Final mission

### ARTURO



"I'm telling you, pay attention. ¿Me entiendes? Sosa will kick your ass if you don't."

Locale: Final mission

### EDUARDO



"You think these pants show off my package? I want the chicks to notice my package, 'cause I'm packin' something serious down here."

Locale: Final mission

### GABRIEL



"Hey, I don't know what you're looking for, asshole, but you're looking in the wrong f—king place."

Locale: Final mission

### GASPAR GOMEZ



"Say hello to your sister for me, Montana!"

Locale: Final mission

### GONZALO



"It could be worse, we could be shoving this shit up our ass."

Locale: Final mission

### HERNÁN



"Look! You're hassling the wrong guy and you're the only one here who doesn't know it."

Locale: Final mission

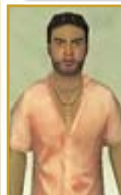
### MANNY



"F—king leave or I will cut off your nose and shove it up your f—king ass."

Locale: Final mission

### MARIANO



"That's some f—king f—ked up shit, you f—ker!"

Locale: Final mission

**SCARFACE**

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# Roster

## RAZA



"Go leave skid marks on someone else's upholstery."

Locale: Final mission

## SIMÓN



"Who the f—k is this Montana guy, anyway?"

Locale: Final mission

## TAMAYO



"I almost don't carry that much money. Almost."

Locale: Final mission

## PABLO



"Oye, Mr. Montana, we think we may know where your wife is...Elvira."

Locale: Freedom Town Redux mission

## TRAVIS



"We got eighty rooms in this place and every one of 'em has a toilet. In some countries they call that a palace."

Locale: Gaspar Gomez mission (hotel clerk)

## RICARDO



"Who am I? I work for Mr. Gomez. I handle his security."

Locale: Gaspar Gomez mission (Penthouse boss)

## GORDO



"Do I have to hurt my back and beat your ass?"

Locale: Industrial area

## KENT



"Remember to wake your ass up and be here by 8:00 a.m. tomorrow. And you better not be late!"

Locale: Industrial area

## LONDON



"Where's the union?"

Locale: Industrial area

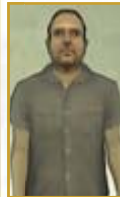
## MARIA



"Ah, you know how it is; the sun goes up, the sun comes down. Same shit, different day."

Locale: Industrial area

## MARLON



"Is this another gang bust?"

Locale: Industrial area

## RYAN BURMEISTER



"You better hurry up! Those crates aren't going to move themselves, you know."

Locale: Industrial area

## SANCHO RABAL



"This country don't exactly have its arms open for a hug, you know, man?"

Locale: Industrial area

## TORSTEN



"I can't wait for this weekend! You ever felt that way?"

Locale: Industrial area

## WESLEY



"I've been busting my ass all week."

Locale: Industrial area

## MAURICE



"Anything you need, man. Petrol, armaments, electronics."

Locale: Island ocean gas docks

## GRACE



"Me would love to go to bed with a guy who wasn't actually in love with ganja, you know?"

Locale: Islands

## JERRY



"Tony, do I have to remind you that guns aren't a good thing to be carrying around in a bank?"

Locale: Islands

## MADGE



"Going to get my own self to Amsterdam sometime soon."

Locale: Islands

## NAOMI



"Well, occasionally, you know, a man comes in handy for a night."

Locale: Islands



RENÉE



"I think you're not relaxed enough for around here, man."

Locale: Islands

SILVA



"Your skin going to make a nice purse for my woman, eh?"

Locale: Islands

TORK



—

Locale: Islands

ARNALDO



"You should just keep your mouth shut. That way people won't think you're such a shithead."

Locale: Little Havana

CAROLINA CORDOVA



"I told him, you want to be treated well, you got to treat me better."

Locale: Little Havana

DOLORES ALVAREZ



"I don't have to go to exercise class. I shake my ass every night in the club."

Locale: Little Havana

JULIA HUERTA



"You have to balance out the young, beautiful men and the old, rich ones."

Locale: Little Havana

LUIS CRUZ



"You think you're packing? You want me to show you mine?"

Locale: Little Havana

MANUEL LOPEZ



"When my brother finds out about this he's going to hunt you down and knock you the f—k out."

Locale: Little Havana

MARCOS



"You ever seen my sister? Damn, she could definitely lose some weight. I keep telling her."

Locale: Little Havana

VICTOR MONTOYA



"You should have seen this white guy, he ate the worm! He was so f—ked up we didn't even have to rob him, he just gave us his all of his stuff!"

Locale: Little Havana

EUNICH



"Super crispy, fat, and juicy!"

Locale: Little Havana (night)

AGENT SANDERSON



"Man, I'm on a schedule! Now I got to squeeze your ass-kicking in between my appointments."

Locale: Little Havana (rare)

BILL T. TAGWORTHY



"Don't provoke my sense of self-preservation, brother!"

Locale: Little Havana (rare), Downtown (nights and rare), North Beach (rare)

FREDRICK



"Don't mistake this suit and tie for something soft."

Locale: Little Havana (rare), Downtown (nights and rare), North Beach (rare)

MR. STEINWORTH



"This is an outrage. I have my rights."

Locale: Little Havana (rare), Downtown (nights and rare), North Beach (rare)

LEO JR.



"You pull this thing outta the swamp? The electrical is shot to shit."

Locale: Little Havana car garage

PEARL



"I stayed up late to hear my son come in. Ay, pero I am so tired."

Locale: Little Havana, South Beach

QUINTIN OSALIS



"You have to learn to respect women."

Locale: Little Havana, South Beach

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# Roster

## BRAD



*"This f—king knife is so f—king dull it won't even cut my finger."*

Locale: Macau Fast Food

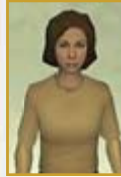
## MR. LEE



*"Listen, pork chop, I can give you two combination number three, or three combination number two. Same difference."*

Locale: Macau Fast Food

## SUSAN



*"Working 8:00 to 4:00, what a way to make your living."*

Locale: Main Bank (End of Gaspar Gomez mission)

## NEVE



*"Just because you have a gun doesn't mean you have balls."*

Locale: Mansion (after Sosa is killed)

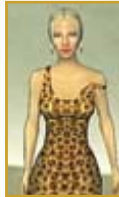
## ISABELLE



*"If I have to listen to one more woman talk about her f—kin' diet, I swear I'll f—kin' cut her throat."*

Locale: Mansion (when convinced)

## VERONICA



*"I couldn't believe it. The stupid prick didn't even know which one was the salad fork."*

Locale: Mansion (when convinced)

## NORMAN



*"I don't normally get seasick, but those were some monster f—king swells, man."*

Locale: Marina

## NATALIA



*"Well, OK, why the hell not. You seem like a sweet little man with a lot of money."*

Locale: Marina, mansion (when convinced)

## EVERETT



*"You want to bet they make cigars tougher than you?"*

Locale: Marina, Peninsula Gentlemen's Lounge

## CLARENCE



*"Just give up now. There's no point in making this shit difficult."*

Locale: Max cop heat

## TUPPER



*"Listen, you bitch, I carry a gun by law, and I will f—king use it on you."*

Locale: Max cop heat

## FELIX



*"You show me money, I show you heaven. That's how the game works."*

Locale: Meet Felix mission (Marina)

## THE SANDMAN



*"I'm the Sandman, Tony. I heard a lot about you and I think I got the shit that you need. I want that f—k Sosa out of the way and we both know that Miami is going to need a replacement."*

Locale: Meet The Sandman mission (Lobster Cay Village), Plantation mission

## CYD HAGMAN



*"Put your hands where I can see them and step out of the car real easy."*

Locale: Miami

## DANNY PRITCHET



*"Sir, please move along or I will be forced to use excessive force to subdue you."*

Locale: Miami

## JOHNATHAN



*"I'll tell you what's wrong with these punks today. No respect for their elders, that's what."*

Locale: Miami

## JOSEPH TEASEL



*"Hope you got your tuxes, boys, because this is a black-and-white party!"*

Locale: Miami

## MICHAEL



*"By the time I give money to my mom and everyone, there's not a lot left over."*

Locale: Miami

## WILL



*"I'm keeping my eye on those punks. They won't get away with any funny business, I tell you what."*

Locale: Miami

## ANDY



*"I didn't get it. We're just not used to guns up in Canada."*

Locale: Miami (days)



**BRENDA**



*"We can discuss your assets; mine are obvious enough."*

Locale: Miami (days)

**CIERAN**



*"Should of been at the party last night, man. Some chick put her tits in the mashed potatoes."*

Locale: Miami (days)

**KATIE**



*"Just because it comes in her size doesn't mean she can wear it."*

Locale: Miami (days)

**PAUL**



*"My mother says grooming is very important. You got to work on that."*

Locale: Miami (days)

**TABATHA**



*"We don't allow this kind of behavior in Canada."*

Locale: Miami (days)

**ELLIS**



*"Float like a butterfly, sting like a motherf—ker."*

Locale: Miami (nights only)

**K. W.**



*"I got big tits, little tits, I even got one with three tits."*

Locale: Miami (nights only)

**MERCEDES**



*"No, I don't talk much, but I'll listen if you got the dinero."*

Locale: Miami (nights only)

**SKY**



*"Any time you need dessert, a little something sweet, you just call, OK?"*

Locale: Miami (nights only)

**TEMPTATION**



*"I not from Brazil but I shave like that."*

Locale: Miami (nights only)

**BENJAMIN**



*"Yo, this shit comes from a motherf—king country I can't even motherf—king spell."*

Locale: Miami (street dealer)

**CHRISTO**



*"What's the matter with you? Always with the guns."*

Locale: Miami (street dealer)

**KEVIN**



*"There ain't nothing worse than a white boy with a gun."*

Locale: Miami (street dealer)

**OLLIE**



*"Hey, look at me. The only time you'll see snow in Miami my friend."*

Locale: Miami (street dealer)

**TINO ORLANDO**



*"Madre mía, Jesús, y padre mío. I don't know why I got you such a good deal."*

Locale: Miami (street dealer)

**ZIG**



*"People in Miami say, Why can't I get the coca like I'm getting in the island?"*

Locale: Miami (street dealer)

**LEE HOUSTON**



*"Biggest thing folks don't know, is they looking at a bona fide, rising superstar."*

Locale: Miami gas stations

**BRENTON**



*"Look at the great Tony Montana now. Just a bum in the street, selling his ass for nickels and potato chips."*

Locale: Miami small supplier

**DOOGIE**



*"It's funny, but I thought you'd run the price up more. Not that I'm complaining."*

Locale: Miami small supplier

**SCARFACE**

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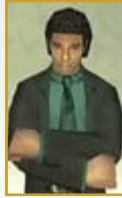
## NAT



*"You dress nice, but I don't think we move in the same circles."*

Locale: Miami small supplier

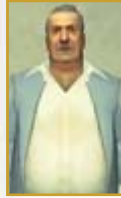
## THE TICK



*"You need to think what you want to happen in the next ten seconds, man."*

Locale: Miami small supplier

## NACHO CONTRERAS



*"What the f—k is this? Montana? You're supposed to be dead! Sosa f—king killed you! Get that Cuban piece of shit off of my boat!"*

Locale: Nacho Contreras mission

## BETTY



*"Do you have any idea what time it is? Or what day it is?"*

Locale: Nacho's tanker on Black Sands

## LIZ



*"If this machine doesn't pay out soon, will you shoot it for me?"*

Locale: Nacho's tanker on Black Sands

## OSCAR



*"You're crazier then corn growing out a cow's ass. You know that?"*

Locale: Nacho's tanker on Black Sands

## SCOOT WILSON



*"If gambling is a tax on the stupid, well then, call me Gomer!"*

Locale: Nacho's tanker on Black Sands

## DON



*"If you want I can arrange to have your Achilles tendon cut in half by a cock."*

Locale: Nacho's tanker casino, trailer park bloodsport cage

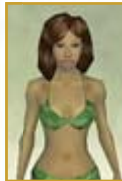
## MARIA



*"My piano calls to me in a more melodious voice than yours."*

Locale: Nacho's tanker, mansion (after Nacho killed)

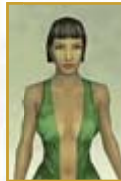
## NANCY PADILLA



*"You think I'm going to look at you when I got these two fine women?"*

Locale: Nacho's tanker, mansion (after Nacho killed)

## RITA



*"Respect my instrument, bastard, or I'll get your ass kicked."*

Locale: Nacho's tanker, mansion (after Nacho killed)

## DARREN DEANER



*"So Georgie brought by this new car, but it was last year's model. How sad is that shit?"*

Locale: North Beach

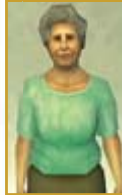
## DERRICK



*"Nah, I'm OK, no lunch for me. I just had some scones and I couldn't eat another bite, man."*

Locale: North Beach

## MARTHA



*"This man must have had a bad mama to turn out so bad himself."*

Locale: North Beach

## SUMMER



*"And that's when I realized, I just wasn't getting enough bran in my diet!"*

Locale: North Beach

## YVONNE SUMMERHILL



*"Where did you get those shoes? I just have to get a pair!"*

Locale: North Beach

## LUCHO HERNANDEZ



*"Come to Mexico and I'll show you how effective our authority can be."*

Locale: North Beach (rare)

## BURT CAMPANA



*"Last night over two hundred people came through the concession and only thirty paid to get in. We've GOT to start checking car trunks again."*

Locale: Oakley Drive-In

## QUINT



*"What are they complaining about? We ate bugs in 'Nam all the time."*

Locale: Oakley Drive-In

## JAY



*"No, we don't take bottle returns. Attracts too many bums and their bloody shopping carts."*

Locale: O'Grady's Liquor Store



### AGENT GREEN



"Do you have correct registration for that weapon?"

Locale: Only appears when "You're F—ked!"

### AGENT WESLEY



"You are the dumbest man I've ever seen."

Locale: Only appears when "You're F—ked!"

### SKULL



Locale: Opening mission

### GRANT



"I don't deal in clothes, man. The wrong pair of pants means crotch lice for a month."

Locale: Pedro's Pawn Shop

### LEISURE SHIRT LARRY



"You know, lava lamps and eight-track are dead. It's all about portable music and watching them girls on the workout videos, you know?"

Locale: Pedro's Pawn Shop

### KATHY B.



"Tony Montana! Hey, how about a drink to heat up that Cuban missile of yours, sweetie?"

Locale: Peninsula Gentlemen's Lounge

### MRS. COCO



"OK, papi. You don't understand, tú no me entiendes, I said 'are you a member,' no 'show me your pee-pee.'"

Locale: Peninsula Gentlemen's Lounge

### TINA DEL RAY



"My pageant platform was an anti-drug speech, you know that?"

Locale: Rescue the Daughter mission from Venus Bar

### BETH



"You can win a cruise if you open a new account in the next two weeks."

Locale: Satellite banks

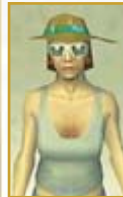
### JOSE MARIE CAMPOS



"You can't take the high horse and then claim the low road."

Locale: South Beach

### KITTY



"My sister-in-law is supposed to visit. I hate her."

Locale: South Beach

### REGINALD



"Listen to me, man. I looked at my hand and saw actual molecules, man. They were moving. It was freaking me out."

Locale: South Beach

### TOM



"I'm working to get my family out of this war zone."

Locale: South Beach

### WILMA



"You talking to me? Sorry, I couldn't understand a single thing you said."

Locale: South Beach

### FAT BOSS



"You're a small dog in a big cage, you know?"

Locale: South Beach (rare)

### JILL



"What respect? They never show me any respect, won't let me do anything! I turned sixteen, did I get a car like all the other girls? Hell no! I got a moped!"

Locale: South Beach (rare)

### APOLLO



"Listen, I'm up for a run and a wheatgrass later, if you're free."

Locale: South Beach and other beaches

### ARIES



"You're like King Midas, except everything you touch turns to shit."

Locale: South Beach and other beaches

### ATTICUS



"Sounds like you need the healing powers of a rose quartz pendant."

Locale: South Beach and other beaches

**SCARFACE**

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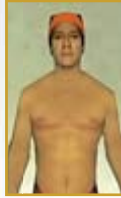
## LANDIS



"No, really! Soy cheese can be a delicious alternative."

Locale: South Beach and other beaches

## STRIDER



"Awareness of one's surroundings is one of the core Zen principles."

Locale: South Beach and other beaches

## TY



"My parents keep bugging me about what I'm going to do after graduation. F—ked if I know, man!"

Locale: South Beach, North Beach

## BRENT STEIN



"The Yankees should stay in the Bronx. But if they moved to New York City I'd actually go to a game."

Locale: Stein Jewelry

## LIONEL



"You think I ain't got a big gun behind the counter, too, man?"

Locale: Stein Jewelry

## MARIELLA BURANI



"Checkout time is 2:00, but I think you should probably go a little sooner. Don'cha think?"

Locale: Sun Ray Motel

## JIMMY BOCA



"Hey, how's it going? You going to stand there all day, huh? Who's your daddy?"

Locale: Sun Ray Motel Front mission

## BEAN



"You won't believe what we did to the crib, man. We remodeled, we decorated, we made that shit look like Picasso painted in that place."

Locale: Supplier deals

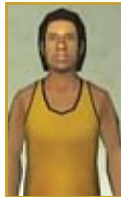
## MOSS



"Drop your socks and grab your Glocks."

Locale: Supplier deals

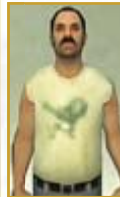
## TANK



"Tuck that pop gun back into your little raggedy-punk-ass pants."

Locale: Supplier deals

## TREVOR D



"You still chasin' your own f—king tail, little dog?"

Locale: Supplier deals

## WASHINGTON



"You got a boyfriend that's bigger than you, pendejo?"

Locale: Supplier deals

## SIMON TRENT



"F—king Miami! Everywhere you go, you trip over people waiting to die. It's like the cast of Cocoon."

Locale: Supplier deals and gang leader of Oakley Drive-In front mission

## JOSE CAMPOS



"The beard? I don't know what you're talking about. Do you mean Santa Claus? Santa Claus cracking his neck? I could see that being pretty funny, yeah."

Locale: Swansong Hotel

## ORLANDO



"Our drawer was short twenty yesterday, I think Brad is ripping us off."

Locale: Swansong Hotel

## ANGEL



"This way! This way! Pacá, pacá, ven pacá."

Locale: Tony's original crew who is killed in opening mission

## CARL



"Help, Tony! Tony, ayúdame!"

Locale: Tony's original crew who is killed in opening mission

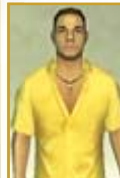
## DON



Locale: Tony's original crew who is killed in opening mission

"Tony, they are everywhere, man! They are everywhere, coño!"

## ERNIE



"Tony, get the f—k out of here!"

Locale: Tony's original crew who is killed in opening mission

## JULIAN



"Tony, f—king help me!"

Locale: Tony's original crew who is killed in opening mission



### BOB



"Shoot man, I reckon its too hot for much of that sheit right now. I'm more into runnin' and gunnin' myself."

Locale: Trailer park

### CLIFTON



"You seen Rufus anywhere? He ate a whole box of my baseball cards, dumb mutt."

Locale: Trailer park

### COOTER



"Some of the best eating I ever had, I scraped off the highway."

Locale: Trailer park

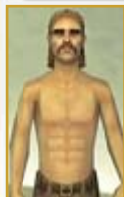
### DELMONT



"F—k you, buddy. You need yourself a major attitude adjustment. You lucky my back is acting up something fierce today. Shit."

Locale: Trailer park

### JED



"I nailed that possum good, from one end of the road to the other!"

Locale: Trailer park

### JEFFICA HARKLEY



"Honey, you look like you need to relax. You change your mind, you know where to find me."

Locale: Trailer park

### JESSICA



"Have you ever done it with a rodeo clown? Man, those dudes are wild."

Locale: Trailer park, mansion (when convinced)

### ANA YAMADA



"No, we don't water the drinks down. We water them UP. Hear me? Water them up!"

Locale: U-Gin Shotgun Bar

### COLOSSUS



Locale: Un-Load Mission

### LOGAN



"I make a fortune stealing cars and selling off the pieces, Tony. It's much like my wife after her plastic surgery, the pieces are worth more than the whole. My problem is inventory."

Locale: Un-Load and Deliver missions (Chop Shop)

### TINKER RILEY



"My daughter's been kidnapped and they are using her as a hostage!"

Locale: Venus Bar

### VENUS



"Being alive is all about living. Maybe dangerous, like your life, maybe. Maybe just appreciating the challenges of doing the things you want to do."

Locale: Venus Bar

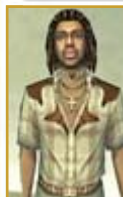
### VERA



"So I told her to warm up a banana and practice with that. That girl so crazy, she made soup out of that banana and then act all surprised that it didn't work worth shit."

Locale: Venus Bar

### BIG ARM TONY



"People like dogs for racing because then the horses are freed up to be more useful for people. Like as steaks and glue and shit like that."

Locale: Whippet Gambling

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